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Welcome!

Flippin' heck! It's a tough life working on a Game Boy Color magazine – there are so many games to cover that we have to go jetting all over the world to make sure we bring you the most up-to-date information! This issue we've visited the Tokyo Game Show in Japan where we played the fantastic *Mr Driller* from Namco – our exclusive feature is over on page 10. Then after gathering all the Game Boy stuff we could find in Japan we popped over to America for the E3 show. The amount of new games on show there just blew our minds! You can read our full worldwide report on page 14!

On top of all this we've also managed to cram in an exclusive review for the greatest driving game ever to grace a Game Boy screen – *Driver*. See what we think about it over on page 18. If you fancy winning some stuff, try pages eight and nine – we've got loads of Xploder cheat cartridges from Blaze to give away, and a great compo from THQ where you can kit yourself out with a new Game Boy Color, a copy of *Tomb Raider* and some Lara Croft gear!

What are you waiting for? Dive on in for your regular dose of Game Boy Color goodness – you know it makes sense!

Nick Roberts

A GAGGLE OF GAME BOY GUMPF!



CONTENTS

The bits 'n' bobs explained!

TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world-renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.

2nd Opinion!
What a beauty!
Coooor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a perfect title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra!
NICK

TOTAL GAME BOY COLOR – Test your strength!
Graphics! Rolf Harris on a high!
Sound! Sounds likes a coughing fox
Playability! You'll play it till your batteries die!
Lastability! Forever – what a great game!
Overall! 99%
YOU JUST HAVE TO HAVE THIS GAME!
Hum Dinger!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!

Driver

PAGE 18

Who would have thought a PlayStation game could be converted to the Game Boy with such success. Find out about this great driving game on page 18.

Mr Driller

PAGE 10

OH NO, I THINK I LEFT MY DRILL ON THE BUS!

I'M GONNA BE FAMOUS! JUST YOU WAIT AND SEE!

This little guy is going to be huge! We preview the new Game Boy hero from Namco over on page 10.

Around the Game Boy Color world in 80 days!

PAGE 14

We've been jetting around the world on your behalf to bring you the latest Game Boy Color news from the Tokyo Game Show in Japan and E3 in the USA. All our findings are over on page 14!

3 Pull-out posters

Pull 'em out, stick 'em up and get told off for ruining the wallpaper! This issue we've got *Mr Driller*, *Wacky Races* and *Croc* on our exclusive posters!

Win! Win! Win!

PAGE 9

OY! WANNA GET YOUR HANDS ON SOME TOMB RAIDER GEAR?

TOMB RAIDER GAMES AND GOODIES!
The kind people at THQ have got Game Boys, games and Lara Croft goodies up for grabs!

Reviews

Every new Game Boy game reviewed and rated for you!

Previews

the sneaky peek at future games around the corner!

See what's coming up on your Game Boy...

PAGE 46



Join the THQ G-Club for lots of Game Boy goodies! Call 01483 767656 or log on to www.gclub.net NOW!

Get in touch!

If you want to write to us here at TOTAL GAME BOY COLOR, here's the address...

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BOURNEMOUTH
BH1 2JS



Advance Warning!

1	Pokémon Blue Nintendo
2	Pokémon Red Nintendo
3	Army Men 3DO
4	Warioland 3 Nintendo
5	Dragon Warrior Monsters Eidos
6	Three Lions Nintendo
7	Toy Story 2 Activision
8	Grand Theft Auto Take 2
6	Godzilla: The Series Crave
10	Ready 2 Rumble Midway

So then, what's all this about a Game Boy Color 2? Well, Nintendo recently announced plans for the 'Game Boy Advance', showing off four mock-ups of the new system. The Advance will be the most sophisticated hand-held console in the world. Similarities are already being made between the Advance and the SNES but downgrading the software from SNES to Advance will be necessary because of the smaller screen resolution.

Games that have already been hinted at are *Super Mario Kart*, *Pilotwings* and *Starfox*, the first of these games being a four-player via the Advance's link-up cable. *Yoshi's Story*, a game already confirmed to appear on the Game Boy Advance, has been demoed already and is supposed to be blistering, even including FMV sequences and 3-D backgrounds!

Hush Hush!

Unfortunately, despite being the super sleuths that we are, we haven't be able to get a glimpse of the real GBA; instead, we have been treated to these four renders. All of them have a similar style, with the GBA now possessing action buttons either side of the playing screen like conventional hand-helds have done in the past. Don't be sucked in just yet, though. Nintendo is guarding this project like a mad dog with a big juicy bone; it isn't going to let anybody get a glimpse until it's ready too. Rest assured though, when the time comes, we'll be straight into Nintendo HQ in the dead of night just to sneak you the first real pictures of this fabulous new invention.







It's all about the games, bud.

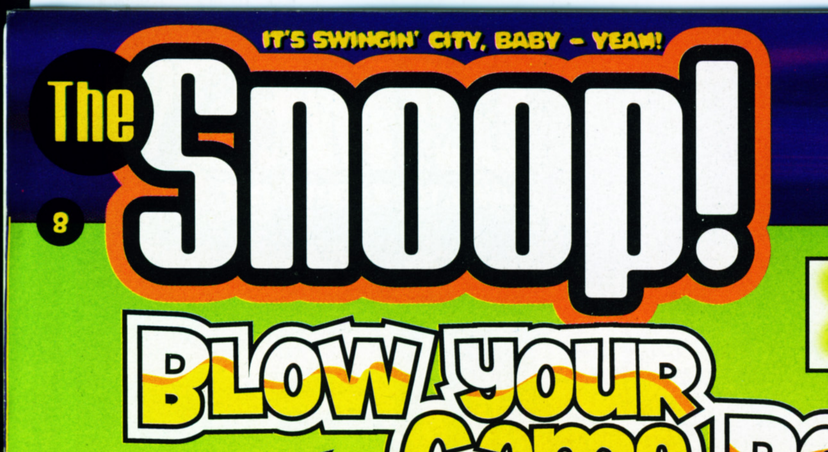
TRUE.

Beerkachu!

There are some very strange things currently roaming the Net! If you ignore all the naughty pages and conspiracy theories doing the rounds, you could end up seeing this little gem. It's a spoof of American Budweiser adverts where five buddies all scream greetings at each other down their phones. Instead of a collection of beer swilling macho men though, Lara Croft, Duke Nukem and none other than our dear little yellow mate Pikachu are downing a couple of tinnies. Pikachu has also lost his cute squeaky vocals and thanks to one too many lagers, now sounds as if he'd be more at home in the park feeding the pigeons, arguing with lampposts! Lara, who has just made her Game Boy Color debut, sounds like a bloke chewing on gravel. We couldn't get any word from Nintendo about the advert but we're sure it doesn't endorse alcohol consumption by underage Pokémon! That goes for kids too! Stay away from the stuff and stick to videogames instead, they're a far better habit!

THE N64 JUST GOT SMALLER!

With the Sony PlayStation being relaunched at the cheap price of £49.99 with a brand new look, Nintendo has followed suit. Cashing in on the Pokémon craze, the new N64s are smaller but have a massive decorative Pikachu stuck to the side. He isn't just fancy decoration though, because his rosy red cheeks act as the power lights to indicate when your machine is turned off or on. Available in two colours, blue and orange, the fancy new Pokémachine is currently only available on import, costing in the region of $180 (should be around £80 over here). The new N64 should arrive in the UK fairly soon, so keep your eyes open, it looks very impressive... Nintendo has even made the power button into a red and white powerball. Now that's what you call attention to detail!



XPLODER GB

Blow your Game Boy Color Wide Open!

BLAZE XPLODER GB GAME CHEAT CARTRIDGE

Win an Xploder!

With all the other consoles having already been cracked by the makers of cheat cartridges, the tiny terror that is the Game Boy Color has held out and resisted... until now! From the makers of the best selling X-Plorer cartridges for the PlayStation and N64 comes the Xploder – it'll cost you £24.99 in the shops.

This beauty simply slots into your Game Boy along with the game you want to cheat on then with the input of a few simple codes you can have infinite energy, infinite ammo, infinite lives, infinite everything you can think of! The Xploder will also allow you to skip through levels you've found difficult to master and even unlock hundreds of bonus characters, hidden levels and give you squillions of points. We were so impressed with this marvel of modern technology that we've got ten up for grabs. To get hold of your very own Xploder and crack all those games you've been itching to beat, simply answer this dead easy question...

FROM THE MAKERS OF XPLORER™
XPLODER GB
THE ULTIMATE CHEAT CARTRIDGE
UPGRADABLE VIA THE INTERNET WITH XCHANGER (NOT INCLUDED)
WITH OVER 1500 POKEMON CODES AVAILABLE INCLUDING THE 151st POKEMON CHARACTER 'MEW'
*SEE BACK FOR DETAILS
INFINITE MONEY
ALL WEAPONS
MORE POWER
UNLIMITED AMMO
blow your games wide open...
The only Cheat Cartridge compatible with Xploder™ Action Replay™, and Gameshark™ cheat codes. Or create your own cheat codes with the in-built cheat trainer
FOR USE WITH GAMEBOY COLOR, GAMEBOY POCKET AND GAMEBOY CLASSIC
BLAZE

Who is the star of Metal Gear Solid?

1. Thora Hird
2. Solid Snake
3. Homer Simpson

My answer is:

Fill in the form with your answer, name and address and post it to... **Give me an Xploder!, TOTAL GAME BOY COLOR, Paragon Publishing, St Peters Road, Bournemouth, BH1 2JS**

Please make sure your entries reach us no later than 5 September!

• From time to time you may be sent news about exciting new products and opportunities that are of interest to TOTAL GAME BOY COLOR readers. If you do not wish to receive such information please tick this box. ❑ Alternatively state clearly that you do not wish to receive this information on your entry.

Name ....

Address: ....

City: ....

County: ....

Post Code: ....

Tel Number (please include area code): ....

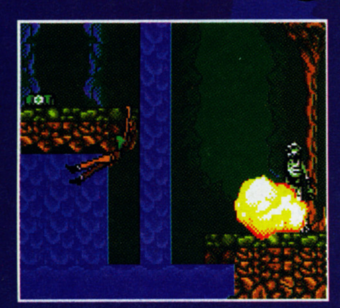
Email address: ....

Date of birth: ....



Tomb Raiding!





We just can't get over how good *Tomb Raider* is on the Game Boy Color so, inspired by the adventurous exploits of our favourite buxom beauty, Miss Lara Croft, we set out on an adventure of our own. From the snowy wastes of the Arctic to the searing heat of the deserts, we finally found a treasure worthy enough to give to our loyal readers – we've got *Tomb Raider* goodies, including Game Boy Colors, copies of the game, wallets, T-shirts and loads more!

1st Prize

Being the generous tykes we are, we have a Game Boy Color plus a copy of *Tomb Raider* and a Lara goodie bag to give away to one lucky reader!

Runners-up

There are runners-up prizes of the game and goodie bag for four other readers!

All you have to do to have a chance of getting your sticky mitts on the prizes is complete this archaeology-related wordsearch we found etched into the side of an ancient temple we were ransacking. Help us find the ten words and we'll reward you richly! Good luck!

Mighty Wordsearch!

Name ....

Address: ....

....

City: ....

County: ....

Post Code: ....

Tel Number (please include area code): ....

Email address: ....

Date of birth: ....

Total Game Boy Color Issue 10

The words to find are...

Lara	Xian	Egypt
Indiana	Ark	Desert
Set	Treasure	Enemies
Explorer		

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Cut out and send your completed wordsearch to…

Tomb Raider Bonanza!, TOTAL GAME BOY COLOR, Paragon Publishing, St Peters Road, Bournemouth, BH1 2JS

H	T	Y	S	D	C	B	N	E	J	D	S
H	G	O	E	X	P	L	O	R	E	R	G
M	N	J	I	I	D	E	S	E	R	T	G
A	L	A	R	A	U	R	R	D	U	T	O
X	L	O	P	N	C	U	M	S	S	M	Q
S	B	D	A	R	E	N	E	S	A	K	I
I	I	T	Y	M	E	I	S	E	E	R	H
N	A	W	S	G	M	O	C	E	R	A	Q
O	D	H	Y	E	B	V	Q	U	T	U	O
M	P	P	N	A	N	A	I	D	N	I	W
P	T	E	B	O	J	O	L	B	X	U	A
C	F	D	T	I	E	X	P	L	O	R	G

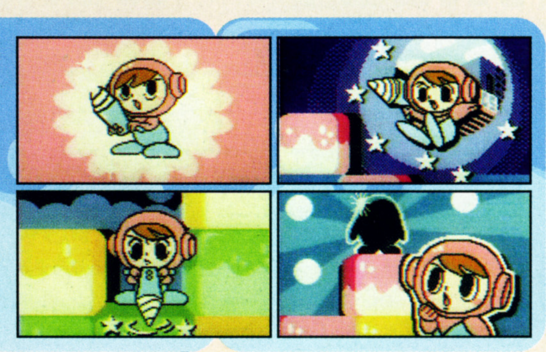


Mr Driller

HE'S A FUNNY LITTLE BLOKE WITH A PNEUMATIC DRILL, AND HE'S GOING TO CAPTURE YOUR IMAGINATION THIS AUTUMN! WE CAUGHT UP WITH MR DRILLER IN TOKYO AND PUT HIM THROUGH HIS PACES!

It's Mr Driller!

Of course, even the simple games have to have story lines behind them, and *Mr Driller* is no exception. The sad thing is that we don't understand Japanese, so all we can do is guess that Mr Driller was out one day, decided to buy a nice shiny new pneumatic drill, started digging then met a strange shadowy seal! Exciting stuff!



Mr.DRILLER

The simple games are always the best, and Mr Driller is destined to become a classic!

Drill at the blocks long enough and they'll pop, sending the blocks above crashing down!



"Mr Driller started life as an arcade game in Japan and built up a loyal fan base!"

After all the razzmatazz of *Tekken Tag Tournament*, Namco's big hit for the PlayStation 2, *Mr Driller* came as a welcome relief at the Tokyo Game Show in Japan. The game was tucked away around the back of the Namco stand, and even without a billion polygons or state-of-the-art technology, the gameplay in this unique game shone out!

Mr Driller started life as an arcade game at the end of 1999 in Japan and soon built up a loyal fan base who were attracted by the simple look and devilishly addictive gameplay. This is a game that proves that new innovations in graphics and sound aren't always the route to better games. In fact, the gameplay in *Mr Driller* is more of a return to the mid-Eighties when gameplay had to outshine graphics.

DRILL LIKE MAD!

Armed with his little drill, the hero of the game must destroy pink, green, yellow and blue blocks, tunnelling his way down to the bottom of the level. As he goes, he obviously disturbs the other blocks around him, and gravity dictates that any block with nothing underneath will fall down! This can cause nasty accidents and when you first play, you will end up squishing Mr Driller more times than reaching the goal!

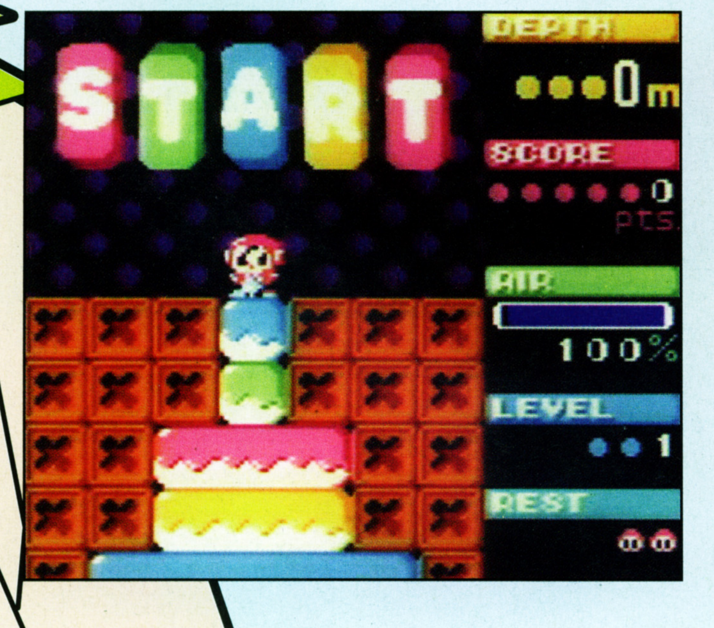
The fun hots up when blocks of a similar colour mould together then pop when they are four blocks big. Think of the game as a kind of *Tetris* or *Bust-A-Move* in reverse and you'll get the idea. When these rows of blocks pop they score you higher points – and what do points make? Higher scores of course!

The further down the level Mr Driller drills, the harder it gets for him to breathe, so finding the little oxygen tanks is essential if you want your man to survive to the end. These tanks also add to the frantic pace of the game as you'll have to take your mind off the mad drilling to strategically drill out the oxygen. Then, while your mind is on survival, you'll miss an obvious trap and end up squashing Mr Driller to the size of a stamp!

BLOCKHEAD!

This is the first puzzle game to be created by Namco's Japanese development team since *Pac-Attack* back in 1993. One play of *Mr Driller* and you'll soon see that Namco certainly hasn't forgotten how to create a mind-numbingly addictive puzzler – after all, it did give us *Pac-Man*!

The standard Arcade mode of play is brilliant fun with the objective being to just play longer and faster for higher scores, but there are other modes you know! A Time Attack has been added for the home versions, where you've got to get to the end in the fastest time at all costs. In this version power-ups can be picked-up along the way to reduce the timer. ■



Slap bang at the start of a level, Mr Driller couldn't possibly know what horrors lie ahead – don't do it!



TOKYO DEBUT!

Namco first showed off its *Mr Driller* creation to the world at the Spring Tokyo Game Show in Japan. We were there, and muscled our way to the front of the queue to grab a go. We were over the moon to hear that the game would be coming to the UK in the Autumn – it's going to knock your socks off!



1ST IMPRESSIONS — DRILLED BY NICK

IT'S SPEEDY!

Mr Driller was one of the games at the Tokyo Game Show that I kept coming back to again and again. I really wanted Namco to let me have a copy for the flight back home, but they wouldn't! It's so fast-paced that you've hardly got any time to think about what you're doing. In fact, playing the game successfully relies on the controls becoming second nature. You don't think – you just do it and you either win or get squashed to a pulp! This game is undoubtedly going to be big when it comes out in the UK.

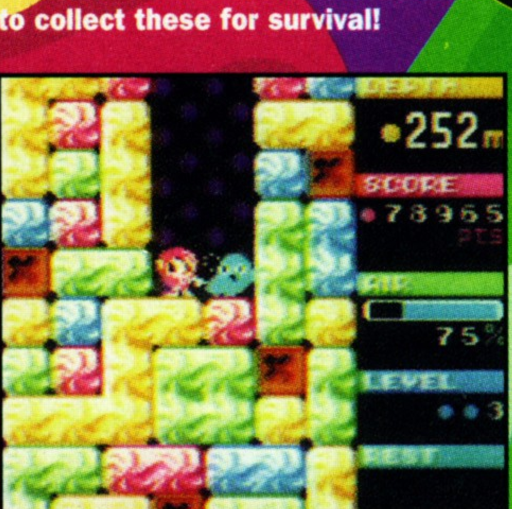


All that pink rock is going to cause Mr Driller some problems!

You must be mad if you think we're going to try the expert level!

Ahh at last! An oxygen tank. You need to collect these for survival!

With only six percent oxygen left, Mr Driller uses his last few breaths to count down to his demise!



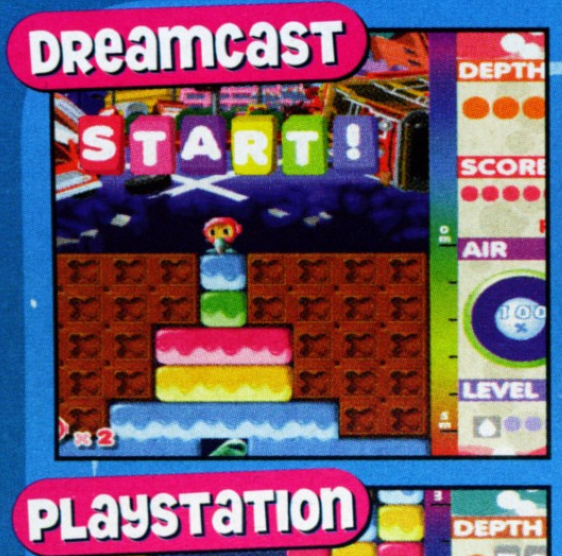
What's this thing that's popped out of the rock? Friend or foe – just drill him in the head anyway!



AN '80S HIT!

If you're a veteran gamesplayer (or perhaps your dad is!) then you might see some similarities between *Mr Driller* and an old home computer game called *Rockman*. It was first released in 1985 and involved smashing rocks to get at mushrooms while avoiding the deadly skulls and faces! *Mr Driller* borrows the basics from *Rockman*, but brings the gameplay bang up to date!

Ahh, playing old Spectrum games is like discovering a sock you haven't worn in years. They stink (joke)!



DREAMCAST



PLAYSTATION



THE BIG BOYS!

Although *Mr Driller* is perfectly suited to the Game Boy Color, Namco is already working on conversions for the Dreamcast and PlayStation. These big brother versions will retain all the essential gameplay elements of the small screen game, but will have graphics with a much higher definition and some rather snazzy animated intro sequences. Of course, a game like this is best played on the go – so us Game Boy Color owners get the last laugh! Hooray!

1ST IMPRESSIONS — DRILLED BY SIMON

IT'S MINTY!

Oh yes! There can be little doubt that *Mr Driller* was the hand-held game of the show with its mixture of great gameplay and undeniably cute graphics. In spite of its obvious retro heritage it seems that of all the formats that the game is appearing on, it is best enjoyed on the Game Boy Color and as such, makes other versions somewhat redundant. I would wholeheartedly recommend this game to everyone, even those of you who don't normally enjoy puzzler games. Make sure that when *Mr Driller* is released you grab yourself a copy – you'd be mad to miss it!



This is such a frantic game that Namco have incorporated a rest feature so you can stop for a breather!



Around the Game Boy Color World in 80 Days!

It's been a mad and frantic time for Game Boy Color over the last couple of months. What with the Spring Tokyo Game Show in Japan and E3 in America, there have been more new Game Boy games coming out of the woodwork than we have fingers to play! In this exclusive feature we bring you bang up to date with the latest pictures and info on the lot!

Perfect Dark

Nintendo

The most anticipated N64 game of the Century will finally be arriving on Game Boy Color later in the year! The story in this hand-held version isn't quite the same as the N64 but you do get to go head-to-head with dataDyne. There are seven massive missions in total for you to complete and if that's not enough to get your juices going, you can even play against a mate via a link cable! Incredibly, there are 30 link cable-specific levels on which to play death-match games. It doesn't end there, though, because as well as the standard death-match you can play Capture the Flag, Rescue the Hostage and football two-player games!

The Game Boy may be small but one thing's for sure, there's plenty to do in *Perfect Dark*! With most games like this, you just get the main character thrown into a side scrolling shoot-'em-up, *Turok* being a great example. Fortunately, Rare has decided to do a little more than that here and the game includes overhead driving like *Spy Hunter*, scrolling *Operation Wolf* shooting and some arcade *Cabal*-style action! This is all as well as the side-scrolling sections!

This game is looking absolutely amazing and played like a dream at E3. It could quite possibly knock *Tomb Raider* off the top Game Boy Color game spot!

All kinds of madness awaits in the Game Boy Color version of Perfect Dark!

Look out behind you Jo – those blokes don't look too friendly! Their guns are bigger than yours too!

Zelda: Mystical Seed of Power

Nintendo

The cool new Zelda game was fully playable at E3 – and it plays exactly like the first one! Of course, this is no bad thing. The graphics may be small, but they're perfectly formed and the adventure element has plenty of new surprises for all Zelda fans. We just can't wait to get our teeth stuck into this little baby later on in the year!



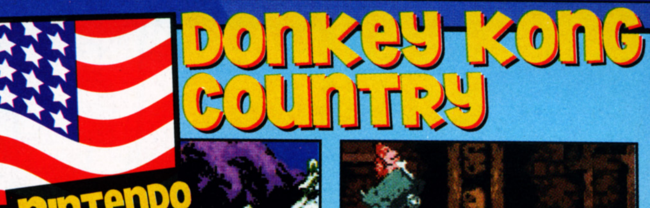




The graphics may look exactly the same as the original Zelda game... but it's an exciting new adventure!

Mystical Seed of Power will keep you perplexed for many weeks! We just can't wait to play it!

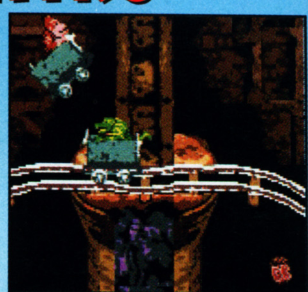
Anticipation Rating: ★★★★★

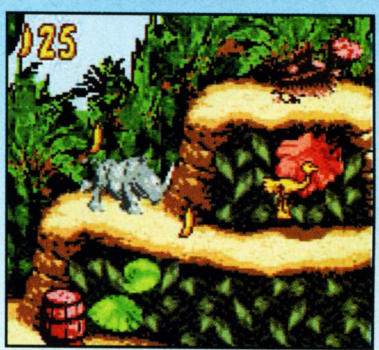


Donkey Kong Country

Nintendo

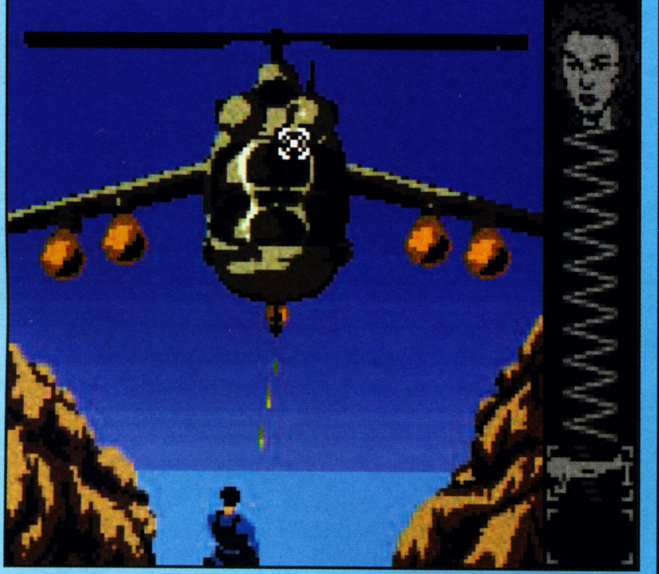






Rare has done a rather good job parting the levels, background and animation of the Super NES version of *Donkey Kong Country* to the Game Boy Color. Obviously there have been a few cut-backs – for example, there is only one character on the screen at any one time whereas the SNES had one character tagging along after the other. The game does feel just like the console version – there are mine cart levels, swimming levels, platform jumping levels and cannon levels. The game was an excellent adventure on the Super NES but admittedly it had that 'wow' factor to help it along. The question is, can the portable have the same effect?

Anticipation Rating: ★★★★☆







Anticipation Rating: ★★★★★

Hamster

Atlus



Weird and wonderful. A phrase that not only describes Japan extremely well, but also some of the games they play over there! One of the biggest releases while we were at the Tokyo Game Show was this wacky little number from Atlus. We're not entirely sure what it's called, but it stars a hamster and you have to tell him what to do! He can run around his wheel, climb a ladder to his bed, drink from a water bottle – the possibilities are endle... well okay, so they're not endless, but it's great fun!

Anticipation Rating:



COMPLETE E3 GAME BOY LISTING

85 GAME BOY GAMES!

Air Force Delta ....Konami
Alice in Wonderland ..Disney Interactive
Alone in the Dark ....Infogrames
Arthur's Absolutely Fun Day ......Mattel
Barbie Fashion Pack ....Mattel
Barbie Magic Genie..................Mattel
Barbie Pet Rescue ....Mattel
Batman Beyond ....Kemco
Blue's Clues ....New Kid Co
Buzz Lightyear ....Activision
Caterpillar Construction Zone 2: Gold Mining..............................Mattel
Commander Keen ....Activision
Cruis'n Exotica........................Midway
Crystalis ....Nintendo/SNK
Daikatana.................................Kemco
Donkey Kong Country....Nintendo/Rare
Doug ....New Kid Co
Dragon Wings...................New Kid Co
Driver...............................Infogrames
El Dorado ....Ubi Soft/Playmobil
Emergency Patrol.....................Mattel
F1 Racing Championship ....Ubi Soft
Harley Davidson Race Across America................Infogrames
Harvest Moon 2 ....Crave
Hype The Time Quest ..Ubi Soft/Playmobil
Inspector Gadget...................Ubi Soft
Laura's Happy Adventure ....Ubi Soft/Playmobil
Lego Action Team ....Lego
Lego Islands..............................Lego
Lego Racers ....Lego
M&M's Minis Madness...........Simon & Schuster Interactive
Magical Drop ....Classified Games
Mary-Kate & Ashley: Get a Clue ....Acclaim
Mat Hoffman's Pro BMX ....Activision
Megaman X..........................Capcom
MIB 2 ....Crave
Microsoft Pinball Arcade ......Classified Games
Microsoft Puzzle ....Classified Games
Mission Bravo ....Mattel
Monster Force.........................Konami
Mr Driller...................................Namco
Mutant Wars.........................Activision
NASCAR 2000..............Electronic Arts
NFL Blitz 2001.........................Midway
Pocket Soccer.......................Nintendo
Pokémon Gold.......................Nintendo
Pokémon Puzzle League ....Nintendo
Pokémon Silver.....................Nintendo
Pokémon Trading Card ....Nintendo
Pro Pool.........................Codemasters
Rambler: The Wild Thornberries..........The Learning Co
Ravelords ....Kemco
Ready 2 Rumble Boxing Round 2........Midway

POP'N MUSIC

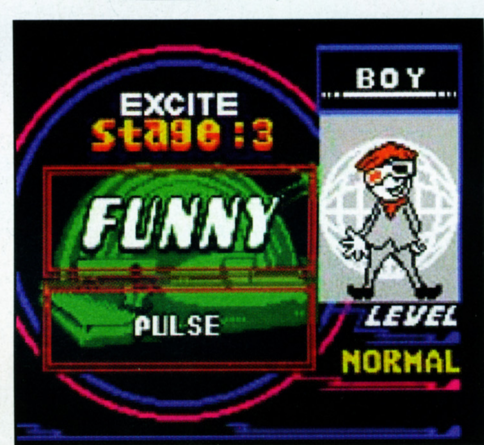


Konami's *Pop'n Music* series has been phenomenally popular on the PlayStation. Who would have thought they would bring it over to the Game Boy? Well, they have, and it's pretty darn cool too! The Game Boy may only give out blips and blobs, but the gameplay remains just as addictive. There's no word of this game coming over to our shores though, sadly.

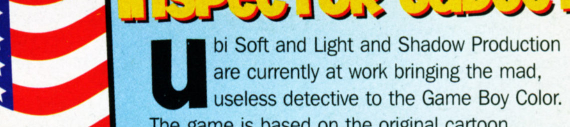
ANTICIPATION RATING: ★★★☆☆





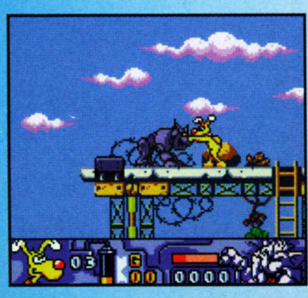


INSPECTOR GADGET



Ubi Soft and Light and Shadow Production are currently at work bringing the mad, useless detective to the Game Boy Color. The game is based on the original cartoon series and the playable Gadget will have full use of the Gadget Copter, Gadget Skates and many other useful devices. There are five worlds to explore and all the usual characters are present, including the ever-helpful Penny and Brains. The game is scheduled for release towards the end of the year so look for more details in the next couple of months.

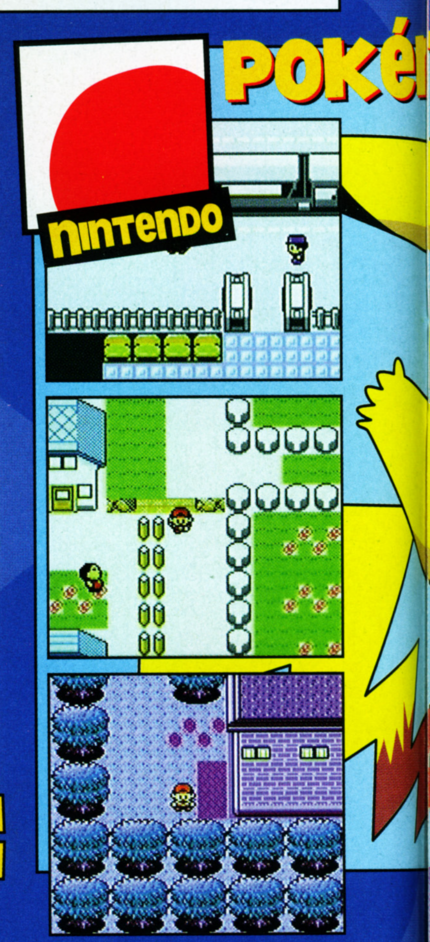






ANTICIPATION RATING: ★★★☆☆

POKÉ







Warlocked

Nintendo



For the first time the Game Boy Color is about to get a real-time strategy game. Games like *Command & Conquer* and *Starcraft* have never appeared on the pocket-sized console but the little machine has continued to be pushed in entirely new directions with amazing results. This huge game from Nintendo features 24 different missions to test your skill and link cable support to allow play against your friends. The Humans take on the Beasts to gain territorial control of the world and you'll have to learn how to gather resources, build new buildings and equipment or train your troops. No release date has been confirmed at this time but hopefully it will be ready before Christmas.





ANTICIPATION RATING: ★★★☆☆

Animorphs

Activision

Alright, just what the hell are Animorphs? They're a group of five kids who, because of some DNA thing, can change themselves into any animal they can touch. They can morph into a range of animals including hawks, bears and gorillas and of course, all the animal bodies will supply different skills, eg bears for fighting, small creatures like cockroaches for sneaking into small areas and so on. The game looks like it will be a success so keep your eye out for more top gossip.







ANTICIPATION RATING: ★★★☆☆

Complete E3 Game Boy Listing

85 Game Boy Games!

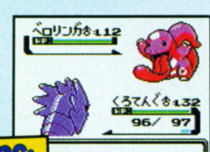
Rescue Heroes Fire Heroes..The Learning Co
Roswell Conspiracies............Crawfish
San Francisco Rush 2049.......Midway
Spiderman...........................Activision
Star Trek Invasion.....Classified Games
Territory..................................Kemco
Test Drive Cycles ....Infogrames
Test Drive Le Mans ....Infogrames
The Dukes of Hazzard........South Peak ....Interactive
The Flintstones: Burger Time in Bedrock...................Classified Games
The Grinch.............................Konami
The Little Mermaid II: Pinball Frenzy.................................Disney Interactive
The Mummy............................Konami
TOCA ....South Peak Interactive
Tom & Jerry in Mouse Attacks......New Kid Co
Tony Hawk's Pro Skater 2.....Activision
Toobin......................................Midway
Toonsylvania..........................Ubi Soft
Trophy Hunter ....Infogrames
Tweety's High Flying Adventure..Kemco
Tyco Racin' Ratz.......................Mattel
UEFA 2000........................Infogrames
Ultimate Fighting Championship..Crave
Vigilante 8: Second Offense (GBA) ....Classified Games
Wacky Races ....Infogrames
Warlocked........................Bits Studios
Winnie the Pooh: Adventures in the 100 Acre Wood ....New Kid Co
Woody Woodpecker Racing .....Konami
X-Men Mutant Academy.......Activision
X-Treme Sports ....Infogrames
Zelda: Mystical Seed of Power ....Nintendo/Capcom

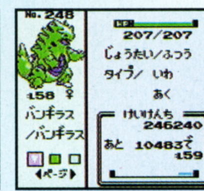
mon Gold & Silver

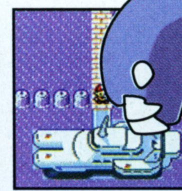


So what sort of game do you think Pokémon is? Adventure? Role-playing? Training? Trading? Collecting? Well Nintendo has got them all listed down as the genre for the new *Pokémon Gold* and *Silver* games. The gameplay may be pretty much the same as the original *Red* and *Blue* versions but it's this unique game style that none of us can seem to get enough of!

Amazingly, these new Pokémon games are two of the most anticipated releases in the world. Within the first five weeks, more than five million games were sold in Japan! There are all-new Pokémon to catch too, including Donphan, Snubbull, Marill and Togepi. Add to all this the fact that the game has its own built in clock so it can tell whether you're playing at night or in the daytime and you've got one great game on your hands! Of course, Total Game Boy Color will be here to bring you more news and previews closer to the release of these games – Christmas if you're lucky!







ANTICIPATION RATING: ★★★★★



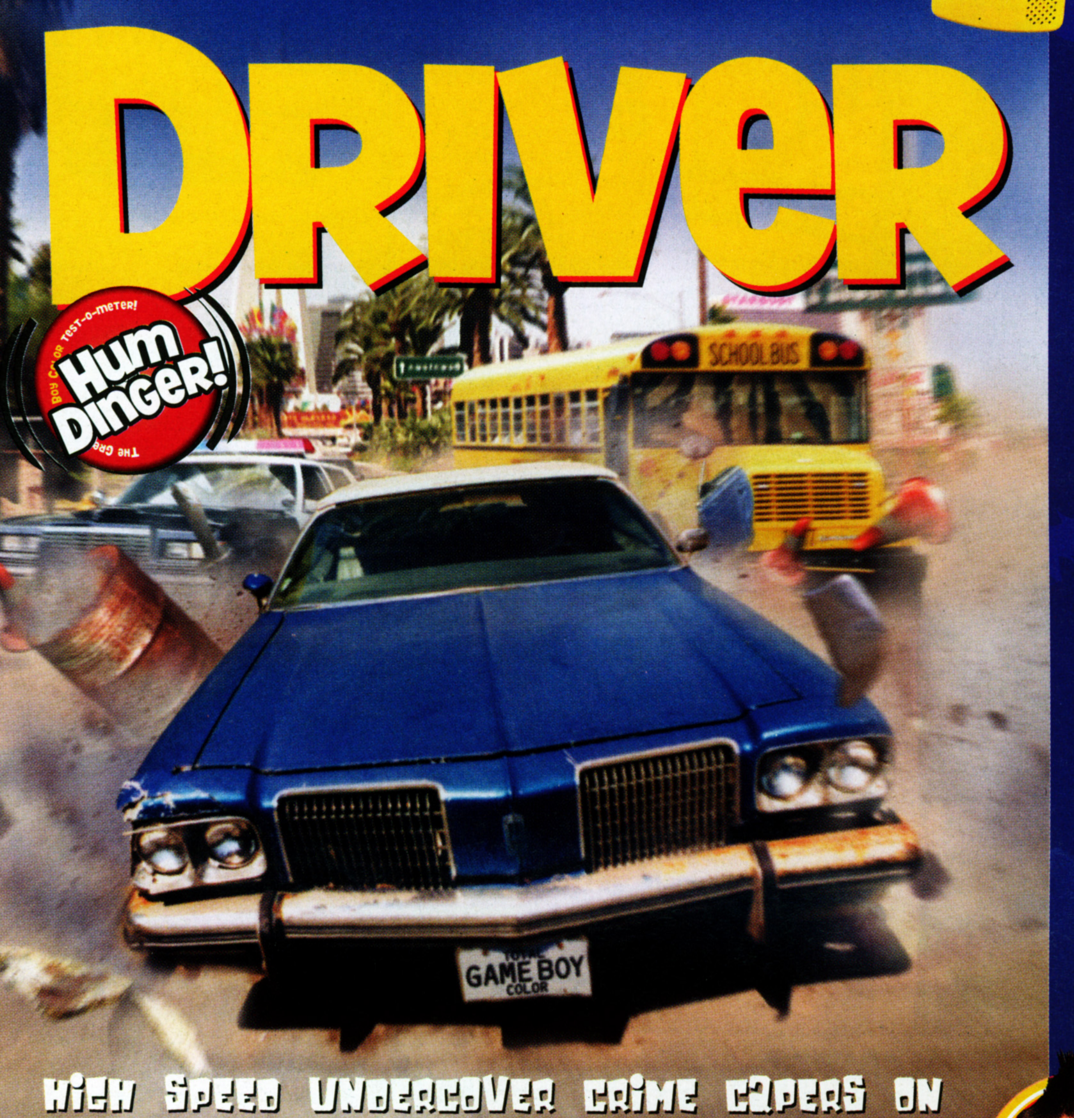
ninfo!

How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Driving



QUICK TIP!
For many of the missions, you have to take a car somewhere without damaging it too much. To prevent damage on the Miami missions, stick to the carriageways and drive along the centre yellow lines.

Driver



High speed undercover crime capers on the small screen!









Reviewed by ROY

Infogrames' *Driver* was one of those games which caused a total uproar when it first arrived on the PlayStation. With huge driving areas that you had nearly absolute freedom to drive around and what can only be described as the most amazing vehicle physics ever seen in a game, it was easy to overlook some slightly dodgy graphics and the odd bug! So the game became an instant hit. Quite how *Driver* was ever going to make the transition to the small screen of the Game Boy Color and still retain any of its playability… well, it was almost impossible to imagine. But miracle of miracles, Infogrames has managed it!

It's a miracle!

Driver most closely resembles the recent Take 2 game *GTA* which – to be honest – was more than a little disappointing. Despite lots of different missions, and all sorts of different vehicles, the main part of the gameplay – the driving – was just a little… well, rubbish.

Thankfully, *Driver* manages to avoid this. It's difficult to say immediately why this is but as you play through, it becomes apparent that despite the fact that your car is little more than a monochrome rectangle and you're viewing everything as if you were sitting way

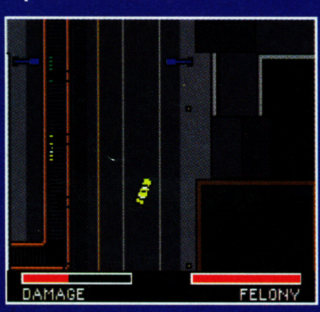
The second city in the game has some really nice lighting effects.



Outta the way buddy! We're on an important mission here!



All the excitement of Scalextric only without the annoying track-building.



Anyone want a taxi? Taxi here! C'mon, someone must want a taxi!



Screeeeeech! This sort of thing plays havoc with the tyres!

DRIVER VS DRIVER

When *Driver* first came out on the PlayStation it caused an absolute sensation with its fantastically realistic car handling and the fact that you could just go for a drive around the different cities in the game without actually having to complete any missions. While the 'free-driving' element is included in the Game Boy Color version, somehow driving around the flat streets just isn't quite as exciting. The good news, though, is that if you've played the PlayStation original then you've got an added advantage because the maps in the Game Boy Color version are very similar!







2nd Opinion!

YOU DRIVE ME CRAZY!

As you can probably tell, this game looks and plays differently to the PlayStation original. However, *Driver* on the Game Boy Color is highly addictive and very difficult to put down. The password system is a little annoying – surely a simple save option wouldn't have been too much to ask? The symbols that make up the password, while nicely in keeping with the driving theme, are a bit of a pain to remember but on the whole this is a great game and one that works really well on the small screen. Don't miss out!

NICK

SURVIVAL OF THE QUICKEST!

Like its PlayStation counterpart, *Driver* on the Game Boy has a variety of different driving games. One of the most addictive is Survival, where your felony rating shoots right up and a whole posse of kamikaze cop cars attempt to grind you to scrap. The object is to stay away from them – and thus keep in one piece – for as long as possible!



above the streets in a helicopter (rather than the first and third-person views from the PlayStation version) the cars in the game nevertheless handle with incredible realism. This is mainly down to the fact that they have inertia which is apparent when starting, stopping and cornering at speed.

JUST DRIVE!

If you haven't played the original *Driver* then a bit of background is probably in order: the aim of the game is basically to infiltrate a criminal organisation by becoming an expert driver and doing various sordid 'jobs' for them. The premise behind the whole thing is that you're an undercover cop which was basically the publisher's way of skilfully avoiding the controversy that would have been generated by a game that encourages you to drive dangerously and commit crimes.

To begin with you only have a basic car and access to one city – Miami. You must drive from place to place avoiding the cops and trying not to trash your car. Two bars at the bottom of the screen show your status: the damage meter is fairly self-explanatory and the felony gauge increases as you commit crimes – the higher it is, the more vociferously the cops pursue you! As you complete jobs you get to drive other, faster cars and move to different cities as your status within the criminal organisation grows.

It's fast, it's fun and it blows the wheels off every other Game Boy driving game! If you don't grab yourself a copy of this then you're stark raving mad!

ROY



'Scuse me, coming through! Got some important thefts to carry out…





How much?	£24.99
From who?	Nintendo
Whenz it out?	Out now!
Kind of Game?	Strategy



QUICK TIP!

Pay careful attention to the skills and weaknesses of your Pokémon. Once you know your enemy's weakness – go for it! These strange little creatures are a bit dim too – take advantage!

Pokémon Yellow

Pikachu; cute cuddly toy or dangerous stalker?

Reviewed by Mark H

They seek it here, they seek it there – open your eyes people! Pokémon are everywhere. You can walk down the street and step on a packet of Pokémon wingnuts while on the way to see the Pokémon movie. In playgrounds around the country kids are giving each other dead arms to get Pokéman cards, Pokémon books, Pokémon clothes and even Pokémon water-based tattoos. Pokémon, Pokémon, Pokémon. Why? 'Cos we've gotta catch 'em all and heaven knows, we've had a fair chance. At least that's what you thought, because here comes *Pokémon Yellow*, the must-have and defiantly more addictive than chocolate coated Pringles update to the original *Red* and *Blue*.

Yellow peril

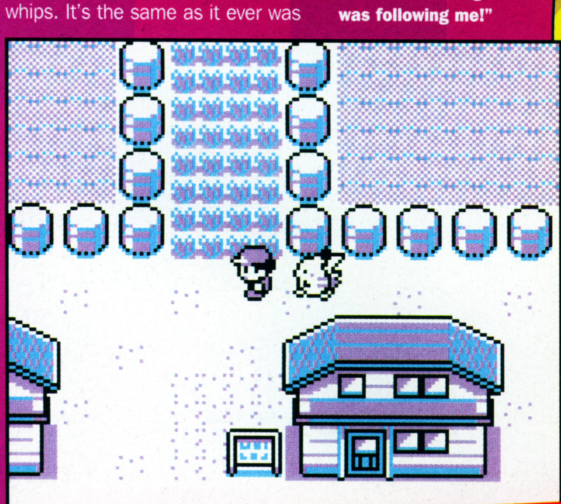
Everything is back again for a second blast of Thundershock attacks and super effective tail whips. It's the same as it ever was – in fact, it's identical but for a couple of minor changes. This time there is a hint of colour and you're accompanied by the ever cute, yet harder than a gold-plated Godzilla, Pikachu! He/she/it is your own personal Tamogotchi, following you around, desperate for your love and attention. Better keep him happy because this is one street fighting cuddly toy you don't want to anger.

Pokétastic

Pokémon Yellow is nothing short of a master class in cool obsession. Once you pop your first creature and suck 'em into a Pokéball, the game has got your mind, body and soul and there is nothing you can do about it but play till your thumbs go numb and your eyes feel like they've been transplanted from an ancient stuffed bear. Hey, you already want it more than your next breath of fresh air so get it and let it get you. Pikachu we choose you, Thundershock ATTAAACK!

Mark

"I could have sworn something was following me!"



"Play till your thumbs go numb and your eyes feel like they've been transplanted!"

2nd Opinion!

Go away, I'm busy

If this was any more addictive it would come with a government health warning. Owners of *Blue* and *Red* may think twice before buying what is essentially the same game, though. Pokémon newcomers will find the addition of Pikachu a bonus.

Jem

The Gam Boy Color Test-o-meter! Hum Dinger!

Poke-lotta-lolly

Pokémon sales are expected to reach a grand total of 3 billion dollars this year which is about ooh, say 1.843 billion pounds or something. When *Pokémon Gold* and *Silver* are released in the US on 16 October, the spods at Nintendo expect them to be the biggest selling games in history. Well, that is until '*Pokémon Barley White*', '*Pokémon Puce*' and the much anticipated '*Pokémon Beige*' step up in 2002 to take the crown. Probably.



The battles in *Pokémon Yellow* are in the traditional style!



"Excuse me sir, is that your yellow rat? We don't allow them in here!"

Total Game Boy Color Test your strength!

Graphics! Mmm. Tasty! ★★★★

Sound! Could be worse ★★★

Playability! Gotta catch 'em all ★★★★★

Lastability! CAN'T PUT IT DOWN! ★★★★★

Hum Dinger! He-man! Butch! Weakling! Wimp!

Overall! 95%

More perfect Pokémon fun!

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ninfo!

How much?	£24.99
From who?	Kemco
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!

Use the jump and up buttons to avoid those moving fiery floors, then when they are no longer under your feet, run in the opposite direction to the way they are travelling.



Reviewed by Jo

Catwoman

A SKULL WORTH FIGHTING FOR?

She's physically fit and wears a catsuit, whatever the weather. Who am we talking about? Catwoman of course! An image of an immensely strong lady springs to mind on the mention of this female – she can fight, is extremely fit and needs no man to depend upon and this image is certainly captured well in the game.

GOOD-LOOKING CHARACTERS!

Catwoman has been asked by Talia (a rich, attractive female) to steal an ancient crystal skull from Gotham City Museum, presumably because of its great monetary worth. Catwoman declares that she is not prepared to steal this artefact… at least not for Talia! However, she becomes interested in nicking the valuable object for herself.



The first thing you notice about the game is the fantastically clear graphics. Much care has been taken to ensure that great detail is used for the best possible realistic effects. The characters look great – when the guard dog appears, it's so scary you will break out in a sweat! Then there are security guards, of course, and the Gotham City Council obviously consider Catwoman to be such a threat that it is necessary to bring along the army too. Soldiers and miniature tanks can be found in later levels too.

"Your task as this fearsome cat-like creature is not easy!"

SWINGING CAT!

Gotham City Museum is very heavily guarded and there is every need for this, because on each floor there are several priceless items. Our feline friend has many obstacles to avoid and the tasks aren't easy. The game moves fast, with no time to hang around, although hanging is something Catwoman does well when avoiding the guards. The variation of moves is impressive – you can jump, swing and shoot, although it takes a bit of practice to recall specific functions of the various buttons.



This is the girl who first put ideas of the skull into Catwoman's mind.

What we didn't like about *Catwoman* was how tough level 1 was. You will be pleasantly surprised when you reach level 2 though – it's a fast rooftop chase to snatch the precious skull. The screen is continuously side scrolling meaning you must act first and think later, so it's great fun being a quick-witted baddie. It makes an interesting change from being the 'do-gooder' all the time!

JO



We didn't know cats could fly! This one certainly can.

THE STORY SO FAR...

Talia, an attractive, rich female who wants the ancient crystal skull as her own, propositions Catwoman. She offers to pay her vast sums of money if she steals the valuable object for her. Catwoman makes it clear that she is not interested in a deal such as this but it gives her the idea to take the valuable skull for herself.

2ND OPINION!

GO CAT GO! MMM, GO KAT!

Catwoman is a game with a challenge, although at times it does appear that you're treading the same ground again and again, which can be rather frustrating. There are few rewards in this game so you have to be prepared for simply facing your challenges and getting on with the task of avoiding problems in order to take your ultimate reward – the ancient crystal skull. A game that you will want to conquer!

NICK



TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! Wonderfully detailed ★★★★

SOUND! Nothing special ★★

PLAYABILITY! Good, after practice ★★★

LASTABILITY! Level 1 goes on! ★★★★

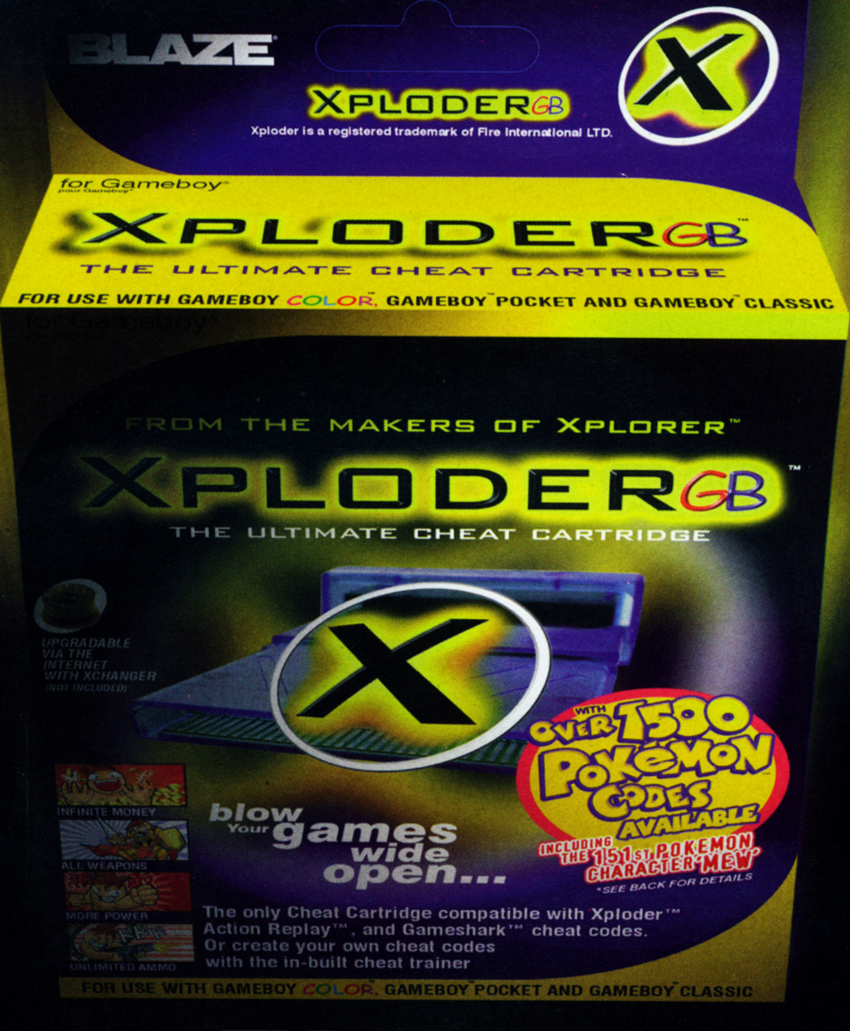
OVERALL! 68%

THIS IS ONE CHALLENGING CAT!


TOTAL
GAME BOY
POSTER COLOR


TOTAL GAME BOY POSTER COLOR
W
W


TOTAL
GAME BOY
POSTER COLOR



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Ac Adaptor

NINFO!



How much?	£24.99
From who?	THQ
Whenz it out?	Out now!
Kind of Game?	Platform



QUICK TIP!

You will encounter lots of cute little fellows in cages as you adventure around. Placing a key in the cage will release the chap – rescue them all in order to progress!

CROC



A strange-looking boss performs a bizarre victory dance – nice gloves, mate!



It's simon

THE SCALY LITTLE CROC HAS MADE HIS WAY ONTO THE GAME BOY COLOR!

The Gee Boy Color Test-o-meter! Hum Dinger!

It's time to save those poor little Gobbos from the evil clutches of Baron Dante. The evil magician is causing more button-bashing mayhem on your Game Boy Color and there's only one mouthy little monster capable of rescuing these cute critters.

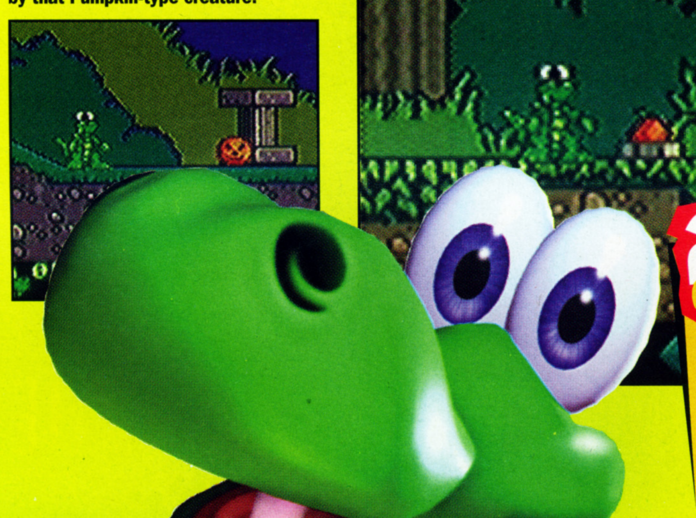
CROC'S AWAY!

It doesn't take long to work out that this little adventure has got a great deal going for it, and the pace of the game is incredible. Although crocodiles can't run in real-life, this one sure can, and controlling Croc is extremely pleasing. You can just glide through the sharp colourful levels using all of his original moves, including the Tailflip and Stomp. The game has a total of four worlds to be completed, and within each world there are a number of levels in which you have to save all your little Gobbo friends.

FANG-TASTIC

It's a lot similar to playing *Mario Land*, with different atmospheric worlds and items to collect which give you a free life. As in many other games, you have to run around the level collecting letters as you go to make up a word, like BONUS, which will then open up a sub-game and give you the chance to save the final Gobbo of the level. With *Croc*'s outstanding graphics and brightly coloured levels, there is plenty of attraction for everyone and the gameplay is just as engrossing! This is one game that's definitely worth getting your teeth into.
Simon

Poor old Croc. He looks a bit scared by that Pumpkin-type creature!



"this little adventure has got a great deal going for it!"

2ND OPINION!

A REPTILIAN ROMP

This will definitely please platform fans with its originality and superb graphics. Although *Croc* may appeal to the younger gamer, it's a stunning game that deserves a good look by everyone.
Jem

LOCKED UP!

Hidden around the levels you'll find a number of keys for doors and cages. Search everywhere to find the captured Gobbos and release them all to defeat the evil Baron Dante! You'll need the key on the left in order to open a cage and rescue another Gobbo! Go on Croc, fella – grab it! Placing the key in the cage will release the cute little chap. You'll need to rescue them all in order to progress!



TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

The Gee Boy Color Test-o-meter! Hum Dinger!

GRAPHICS! Clear and colourful ★★★★★

SOUND! Rinky-tink ★★★★

PLAYABILITY! Brilliant control ★★★★

LASTABILITY! Lots to do ★★★★

He-man! Butch! Weakling! Wimp!

OVERALL! 91%

A TOP SNAPPY PLATFORM GAME!

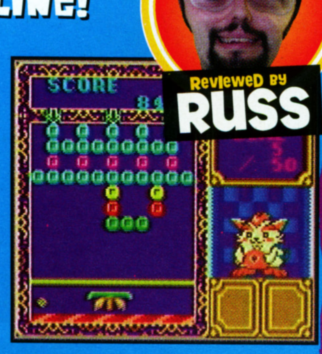


ninfo!	
How much?	£24.99
From who?	Taito
Whenz it out?	Out now
Kind of Game?	Puzzle



Puchi Carat

Add a little bounce to your puzzling!



Reviewed by RUSS

Puzzle games are one of the Game Boy's best genres and *Puchi Carat* is a blended combination of several classic puzzlers. The game involves bouncing a ball with your thin bat, knocking blocks at the top of the screen in a similar style to *Breakout*. The problem is, the blocks advance slowly down the screen in a *Tetris*-style. Missing the ball will only result in further advancement of the blocks and the game will finish when the blocks touch the line in front of your bat.



Priceless gem

Winning a game will see you rewarded with a card to collect and each character has twelve cards in total which you are able to trade with your friends using the link cable. The game is pleasantly addictive and gets steadily faster as you progress through the levels. The card swapping is a nice idea, but these cards have very little value, unlike a Pokémon with different abilities.

Overall, *Puchi Carat* is a good game which most will find challenging but it is a little outdated and unfortunately, still looks like a retro game! It's a bit too much like every other puzzle game we have played, with very little originality!

Russ



Now, does anyone remember *Wall*? No!



Spirou: The Robot Invasion

Spirou to the rescue!



ninfo!	
How much?	£24.99
From who?	Ubi Soft
Whenz it out?	Out now
Kind of Game?	Platform







Reviewed by NICK







Spirou has returned with his buddy Fantasio to solve another problem, this time involving a runaway robot photographer… hmm! One of the good things about this game has to be the detailed graphics – with excellent running animation and sound, it is far better than the original. From the beginning of the game you will be using a sledgehammer as a weapon, which can deliver a deadly blow to anyone standing in your way. We found the password option to be very irritating, though, because the code is hidden somewhere on the level, so try not to throw your Game Boy out of the window when you can't find it!

A robotic riot

Spirou offers a selection of bright colourful levels full of pick-ups and detailed characters, along with lots of useful information to help you out!

Spirou has made an excellent return since Ubi Soft's first instalment. With sharp clean graphics, good sound and satisfying control over Spirou, we can safely say that this game is definitely worth a second look.

Nick



How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Action

QUICK TIP!

Get used to using the radar and the map in order to find out where items are in the game. Otherwise you'll end up wandering around levels like a lost sheep – Baaa!





Watch out for that criminal over there, Bugs. He might fancy rabbit for his tea.

2nd Opinion! LOADS OF FUN!

This crazy game is just great fun to play and has a wide range of puzzles to challenge everyone. The collectability and trading of characters is a unique idea and will make you want to capture all those mad characters!
Jem

FORGET MONSTERS! CHECK OUT THIS LOONEY TUNES-CATCHING GAME!

Looney Tunes Collector Martian Alert!

Reviewed by **Mark H**

Marvin the Martian is one of the coolest characters ever to walk the earth (or Mars for that matter). Sadly, he suffers from a tendency to zap creatures with his laser gun and capture them. Come to think of it... he was probably playing Pokémon before we had even heard of it.

We were hoping for a *Pokémon*-style game starring Marvin, but *Martian Alert* is more an RPG than a catching game. You control Bugs Bunny as he tries to prevent Marvin from blowing up the earth.



MAD MARTIANS!

On his travels Bugs meets plenty of other Looney Tunes characters and they all team up to stop Marvin in his tracks. Each character has different skills – Bugs can jump, Daffy Duck can swim and Elmer Fudd has a gun – and you'll need to collect each of the different characters to get through the game. Not only that, you also get to collect artwork of hundreds of different characters throughout the game. There's even six two-player games and you can trade characters with your friends via the Game Boy's infrared link.

Martian Alert is a truly original adventure game that mixes the masses of Looney Tunes characters up in a huge adventure. If you've ever played *Zelda DX* you'll feel right at home with this – and recommendations don't come much better than that!

It's a maniacal, rip-roaring adventure that's packed full of loads of cool Looney Tunes characters. It's great fun playing as Bugs, Daffy and co and you even get to collect artwork of loads of minor characters too.

Above all though, *Martian Alert* is a huge, good-looking adventure that is guaranteed to keep you going for ages!
Mark

NAME THAT TUNE!

All the different Looney Tunes characters have their own special skills. Here are a few of those skills in action... pretty cool, we think you'll agree.

Taz can spin. And he also eats quite a lot.

Elma Fudd can shoot. He destroys rocks that block the path.

And Daffy Duck has the ability to swim underwater.

GAME BOY COLOR Test your Strength!

GRAPHICS! Brilliant visuals ★★★★

SOUND! Nice groovy effects ★★★

PLAYABILITY! Top puzzle action ★★★★

LASTABILITY! Takes ages to complete ★★★★



OVERALL! 90%

MADCAP ACTION FULL OF FUN!

NINFO!



How much?	£24.99
From who?	Codemasters
Whenz it out?	Out now
Kind of Game?	Sports



QUICK TIP!

When playing American eight ball you must try to pot the eight ball by hitting other balls against it. Try a few heavy shots while there are plenty of balls still on the table.





PRO POOL

Reviewed by Russ

GET READY TO HUSTLE!

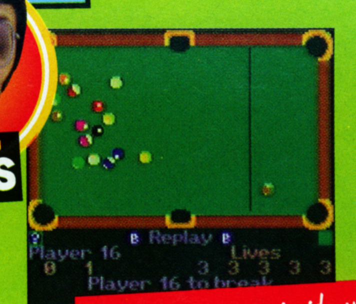
Ever wandered what people get up to in the back room of your local pub? If you sneaked in you would probably find them playing pool! Pool is played on a slightly smaller table than snooker, and there are many different variations on the rules. This new simulation from Codemasters includes loads of different pool games including American eight ball, UK rules and Killer, plus you can play against the Game Boy Color or a friend using the link-cable.

SPOTS AND STRIPES

In single-player, you can challenge the players inside the various venues for cash to raise your ranking and reach hustler status. This is very tough as the opponents become better later on, and will hardly miss a shot. You have a fair amount of control over the direction and power of your shot, but it is difficult to put spin on the ball making it tough to line up your next pot. The default game is usually American eight ball, which means you must try to pot the eight ball using a rebound technique.

POTTY POOL

Pro Pool is fairly fun, although is takes a while to work out which ball you are supposed to hit. Luckily jammy rebounds and the odd well-played shot will see you winning a few games and advancing through the levels. It does get a little repetitive, but provides good entertainment – particularly in two-player mode.
RUSS

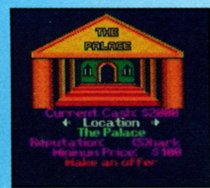


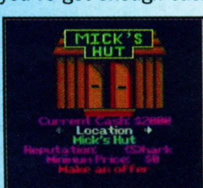
"Challenge players inside various venues for cash!"



LOADS OF VENUES!

Pro Pool is packed full of pool halls, and you can challenge players from any of them, raising the stakes as you go. Go for broke on the earlier levels to ensure you've got enough cash for later!







2nd OPINION!

DID YOU SPILL MY PINT?

It's not very often you see a pool sim on the Game Boy Color and this one is a fun and entertaining game for a while. The graphics and sound are fine (you couldn't expect much for a pool game) but the game does get a little repetitive after a while. Being a shark is fun – but you'll soon find yourself getting bored!
JEM



TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Balls and sticks ★★★★

SOUND! Rinkle tinkle! ★★

PLAYABILITY! Boing, boing, boing ★★★

LASTABILITY! Can get repetitive! ★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 70%

A GOOD ATTEMPT AT POOL!



How much?	£24.99
From who?	Konami
Whenz it out?	Out now
Kind of Game?	Sports



QUICK TIP!

Always try to keep an eye on your player during the game, because if you don't you'll loose site of him and it will take quite a while to find him again in all of the rush!







NBA In The Zone 2000

It's time to play ball!



To achieve the best-looking baskets, make sure you're 'in the zone' when you go for the shot.

Reviewed by Nick

This basketball sim is an update to the *NBA In The Zone* release last year and includes all original NBA teams and players. The graphics are still pretty decent and the perspective is definitely appropriate for this type of game. There are a whole load of features in this game, too, including Exhibition mode, Season mode and a Play-off mode. You can also take part in a mini-game called Shoot-out where you can play against a computer opponent or another person if you have the Game Boy Color link cable. You must shoot a total of 25 balls into the basket around the three-point arc within the required time limit, and the one who has scored more baskets is the winner.

Watch out for the opposition – they can be pretty tough!

"The artificial intelligence can be a little on the strange side!"

Slam Dunk

As we mentioned earlier, the game also features link-cable support which is always a good thing to test out with your buddies. You may find that the game will play a little slower than usual, but that's only because there is a whole load of information going back and forth through the cable at a constant rate.

Have a Dribble!

The artificial intelligence can be a little on the strange side at times – for example, when you go for a shot at the basket and miss, the ball will drop down by your team's feet and they'll just stand there motionless waiting for you to pick it up. We've seen more action in a slug fight.

Overall, *NBA In The Zone 2000* can be a little difficult at times but with a little bit of practice this ball-bouncing, slam dunkin' game can be very entertaining.

Nick



It's in the net!

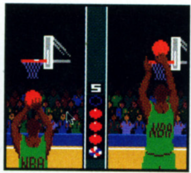
This game holds many interesting features, but unfortunately it can prove to be very tricky at times, especially when you can't see which player you are controlling. We all thought that the game would play better if it were two-on-two, as at least then you'd be able to keep an eye on your player.

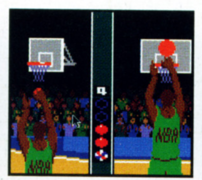
Jem

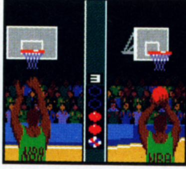
Show me the Shoot-out!

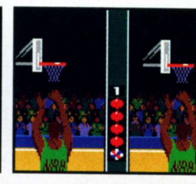
In the Shoot-out mode you are given 25 balls to throw at the basket. Every time you have thrown five balls you will rotate around the three point arc a few meters and throw again until you are on the opposite side.















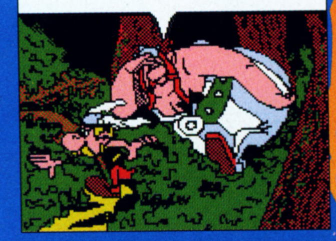
How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!
Once Asterix has gulped down a load of the Magic Potion that is made by the village druid Getafix, he will instantly become incredibly powerful. Keep an eye out for it!

Asterix: Search For Dogmatix

THERE'S FOUL PLAY IN THE LAND OF GAUL!



AGINE ASTERIX FACTS

- More than 90% of French people say they like Asterix; the highest percentage is among children up to 17 years old.
- The first ever Asterix story was published in Pilote magazine on 29 October 1959.



Go on, Obelix, lamp him one. On the nose. Sort out that Roman rogue once and for all!

Reviewed by NICK

Set in the time of Gaul, under the rule of Caesar, our two heroes Asterix (the pint-sized Gaulish warrior) and Obelix (the menhir delivery man) have returned to the Game Boy Color to battle through another fun-filled platform adventure. This time we follow Asterix and Obelix as they struggle to find their faithful pet, Dogmatix, who has gone missing.

The gameplay is a lot similar to the 1993 version of Asterix – you still have to jump over running wild boar, punch all the Romans that get in your way and scramble up into trees for pick-ups like coins for buying items or get passwords for the mini-games. There are also magic potions to find that Getafix, the village druid, has left scattered around the level – if you are already a fan of Asterix and his crew then you will know that his bosom buddy Obelix fell into a cauldron of magic potion when he was younger and absorbed enough magic power to last him a lifetime, so when it comes to picking the potion up in a level, it will only work for Asterix, not Obelix.

MENHIR MADNESS

Asterix: Search For Dogmatix features two modes of play. Firstly there's the Adventure mode, which offers a real quest through 30 beautifully animated levels and secondly, there's an Instant Fun mode which requires you to enter a password in order to a play a mini-game or a forced scroll level that you have previously completed while playing the game. Among the 12 mini-games, the most notable are Launching The Romans, Shield Matching and Catapult.

The animation is outstanding– Asterix and Obelix look like they've just stepped out of the comic book for this epic adventure – and the game runs at a fast pace as well. In fact, there's enough speed to make Speedy Gonzales jealous!

HOUND-HUNTING

You can take control of both Asterix and Obelix in the game and they each have their own advantages –Obelix has strength, for example, whilst Asterix is the brains of the outfit. At the end of each level you will have the opportunity to buy a password for the mini-games, gain roast boar for health and have a money count to see what you can afford. The music for Asterix doesn't sound that bad – it doesn't have that boring droning music like other games, and you can tell that more effort has gone into it. When you are playing a scrolling level, for example, the music will be all panicky and rushed but on a normal level, the soundtrack will be calm and jolly.

Asterix has a lot of in-game features to assist the younger and inexperienced player – there are plenty of hints and tips available and short levels so that the gamer will feel that achievement feeling once through – and overall, there are enough features and mini-games to keep you entertained for months.
NICK



2ND OPINION!

GAUL STONES!
Everyone's favourite ancient geezer arrives back in style with this fast-paced Game Boy treat. The graphics are top notch, the sound is tinkly but bareable and the gameplay is pure platform action – the perfect Game Boy Color game!
KAREN



"There's enough speed to make Speedy Gonzales jealous!"

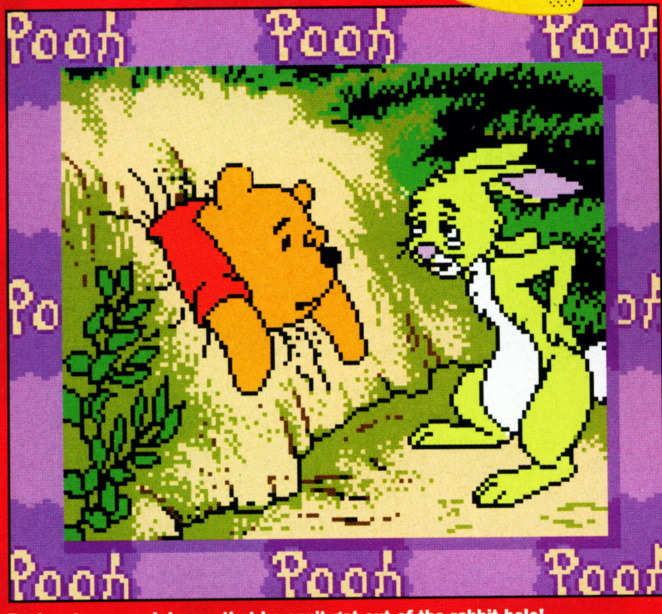


NINFO!

How much?	£24.99
From who?	Disney
Whenz it out?	Out now
Kind of Game?	Adventure



QUICK TIP!
Use button A to speed up the information screens, otherwise you will get very annoyed having to read instructions again and again. You don't need these after you've played a while.


Pooh eats so much honey that he can't get out of the rabbit hole!





"Winnie The Pooh is ideal for you if you're a young 'un!"


Pooh lives in a rather cosy house.


It's good to have friends!

Winnie The Pooh: Adventures in the 100 Acre Wood

In the forest, Pooh is everywhere!

A small, furry bundle of loveliness, who's favourite food is sticky and stored in a ceramic pot. Who is this mysterious being? Pooh Bear of course! Christopher Robin's best friend has many adventures and problems to overcome in this game. He needs to seek out his pals – some of them will help him, whilst others need Pooh to be their hero!

Pooh on the steps

Winnie The Pooh has been superbly animated in this game. The graphics are clear – it appears as though you are watching the cartoon! However, this illusion does not last long, as the game is extremely slow, with very little action in any part. Obviously meant for a younger audience, the movements are kept to a minimum, which could be seen as a good move if there was more variety in mini-games. Pooh must get very tired of simply walking along paths and across stepping stones, with the only addition being the ability to roll a dice. Even when the settings change and our bear is walking over water, for example (which looks great), the stepping stones are the same!

Reviewed by JO

Pooh in the honey

All of Pooh's mates are included so if you're a big fan of the clan then this game is for you! You must walk through the forest, collecting cards (which will help you later on) and finding new adventures along your way. There appear to be no fancy moves which you can command the bear to do yourself, but Master Pooh does get to sit down on some of his strolls to take part in his favourite pastime – eating yummy honey!

Annoyingly, sitting down means you lose two turns in the game and your opponent (one of your friends) gets to the end of the game first! With a little experience, though, you can avoid the steps of temptation and get to the end destination before anyone else does.

Winnie The Pooh is ideal for you if you're a young 'un, a beginner on the Game Boy Color and have a love of all things bear-like. If you are an advanced Game Boy player though, you'll probably find this game pretty slow and frustrating, with little excitement and few rewards. It's unlikely to keep many of you quiet for long!

JO



2nd Opinion! Bear Necessities

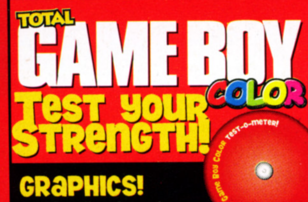
I'm a big fan of the bear with little brain but this game is sorely lacking in fun. Old Pooh's never been one for running about madly, admittedly, but the slow pace here would suit a snail more than a honey-hungry bear!

Karen

A Sticky Situation!

At one point in the game our hero, Pooh Bear, gets stuck in Rabbit's hole after eating too much honey. It's lucky that he's got such great mates, as he needs them all to help pull him out. It's no good him just having two or three friends either – his weight has increased so much due to the honey that only an army of friends will do!

Total Game Boy Color Test Your Strength!



Graphics! Cartoon-like characters ★★★★★

Sound! A little annoying ★★★

Playability! Very slow and frustrating ★

Lastability! Lots to do ★★★

Overall! 60%

One for fans of the bear only!

ninfo!	
How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Racing



QUICK TIP!

Watch out for fake bonuses – they're nasty. When you're charging up to a row of bonuses, make sure the one you're heading for isn't going to explode in your face – it'll hurt!

Wacky Races

Madcap cartoon racing has arrived in your hand!



Aah, the finishing line. Now, if I can just get that bloke in front out of the way...

Way back in the Sixties, the groovy people at Hanna-Barbera launched a new cartoon called *Wacky Races*. It involved a strange collection of colourful characters in a bizarre motor race, a race in which, at least for certain contenders, the notions of fairplay and sporting conduct were far less important than winning the day. A hit with several generations, *Wacky Races* was recently transformed into a game for both the PlayStation and Dreamcast, and the cartoon's characters have now sped onto the Game Boy in a flurry of colour!



This doesn't look at all safe. Make sure you don't skid past that bonus!



Crikey, is that lava coming down those mountains? Best watch out for that!



The racers all get a bit chivalrous when Penelope's around. How sweet!

For those of you unlucky enough to have never seen *Wacky Races*, the cartoon was a regular riotous romp across a huge race course spanning all manner of places, and the characters were out of the ordinary, to say the least. From the damsel in distress Penelope Pitstop to the hairy cavemen-types the Slag Brothers, the contenders in this race were far from usual, and they're here in the Game Boy version, ready to do whatever it takes to win!

Double-Brat

Offering nine different locations to race around, *Wacky Races* takes you from the streets of New York to icy Alaska. Each location presents different hazards, such as oncoming trucks and fire, and for each mode of the game, the tracks are different. There's four different modes to choose from – Arcade, Endurance, Championship and Time Trial – meaning there are 36 different tracks.

You can also choose from one of eight crazy vehicles and accompanying characters, though not all of them are available to start with. Only the wackiest racers will be able to unlock these shadowy figures, including the cartoon's villains Dick Dastardly and Muttley and the super-cool Peter Perfect in the Turbo Terrific. Each vehicle races differently, and as if that wasn't enough variety, there are three difficulty settings too.

Play Dirty

As in the cartoon, the game is about much more than just racing. As you speed along in your chosen vehicle, you can pick up a number of weapons and special attributes which help you to get one over on your opponents. Whether it be a homing rocket that can be fired at the nearest racer, a dazzling bolt of lightning or a burst of speed to send you whizzing past the other competitors, these pick-ups are the key to winning. Watch out though, because your opponents have got a few tricks up their sleeves too, and you'll need to watch out for hazards like perilous oil slicks left by the other contenders.

With its combination of racing mayhem and villainous competition, *Wacky Races* is an excellent Game Boy title that will entertain you for hours on end. The graphics are superb, with brilliantly-rendered tracks and colourful scenery, and the novelty of racing around in your crazy form of transport, running others off the road and enjoying on-road cartoon capers, simply should not be missed.

Karen

"Wacky Races will entertain you for hours!"

Reviewed by Karen



2nd Opinion!

I'm wacky enough!

This parade of crazy characters in their equally madcap racers can't fail to impress! With stacks of choices in gameplay, luscious little tracks and cool pick-ups to sort out the most vicious of drivers, this great little racer is guaranteed to entertain you!

Mark



Aagh, where's the track gone? It all looks white!



A great pick-up, bolts of lightning can cause mayhem! Tee-hee!

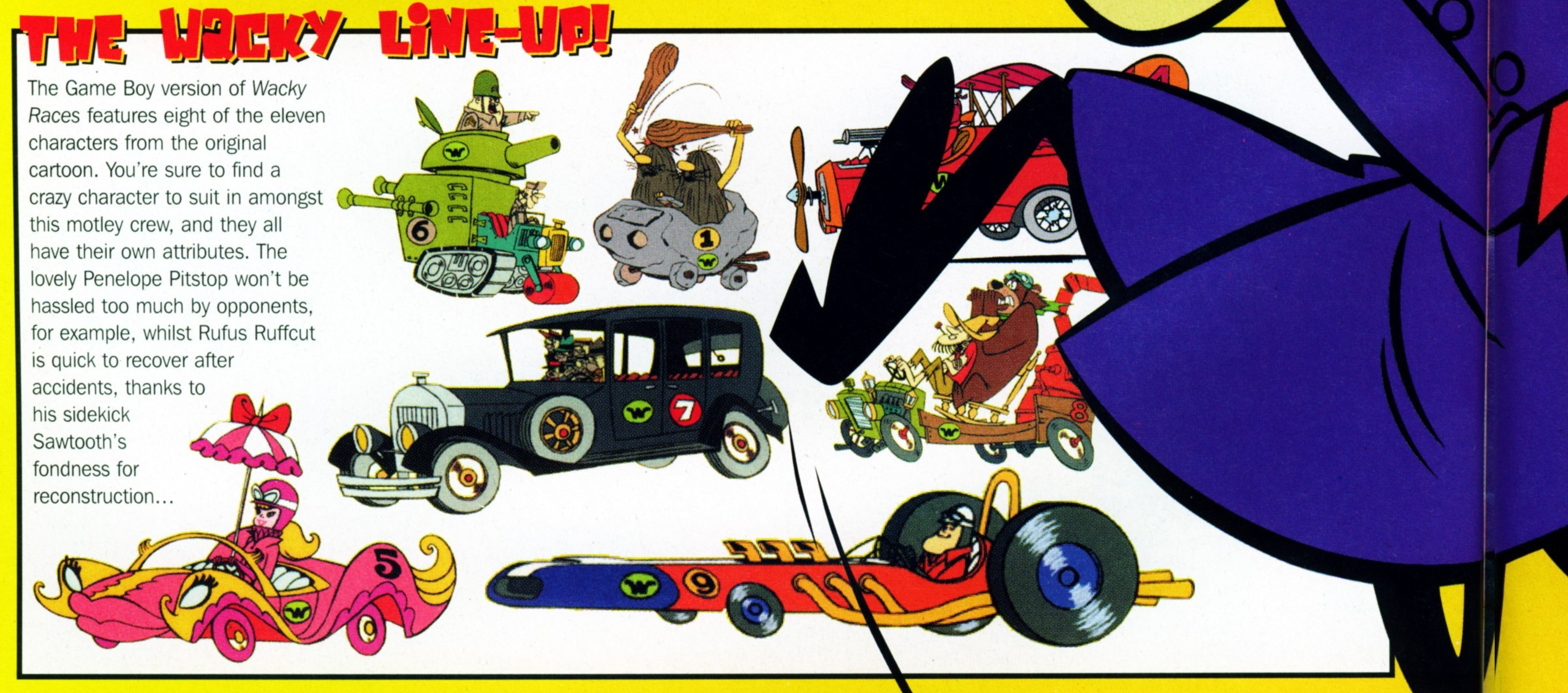


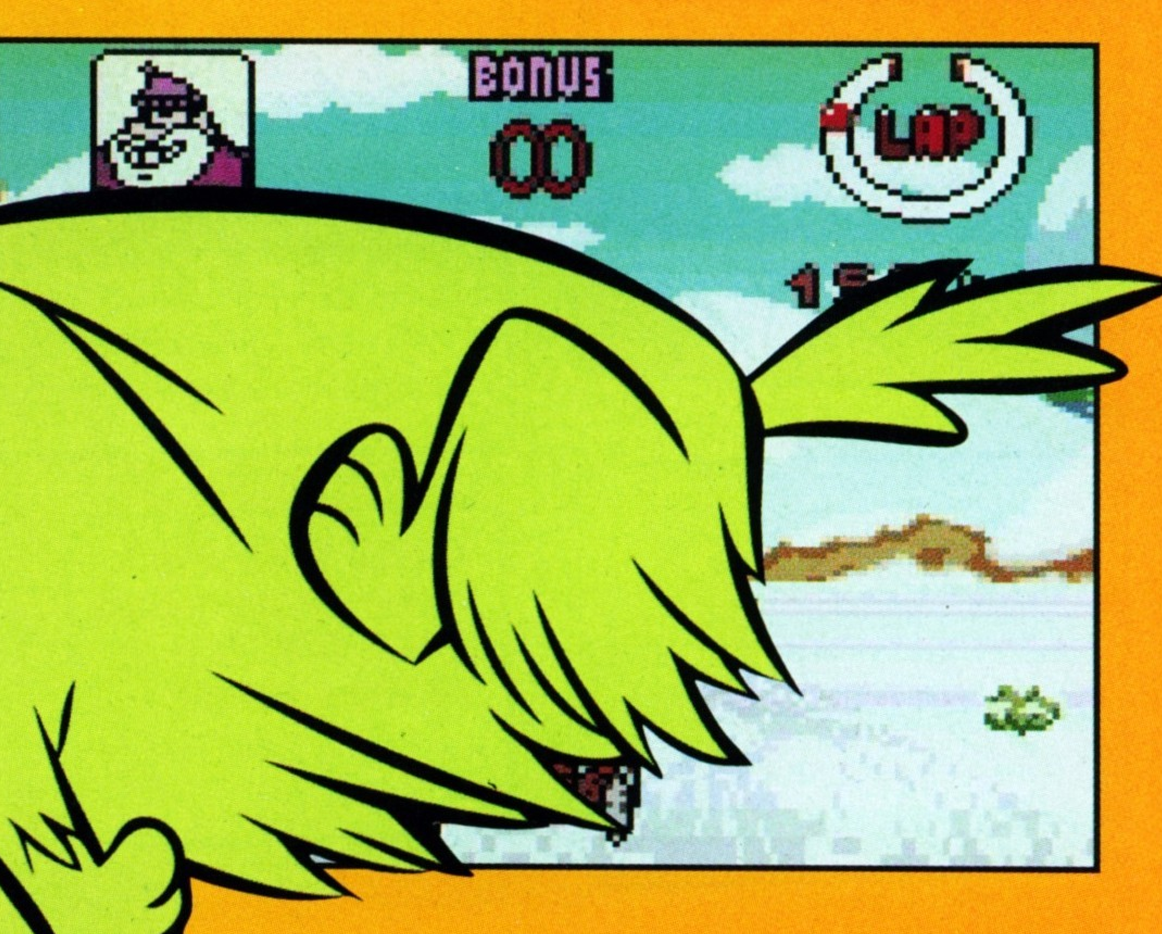
Aww, what a quaint-looking town. Must go there on holiday some time!



The Wacky Line-Up!

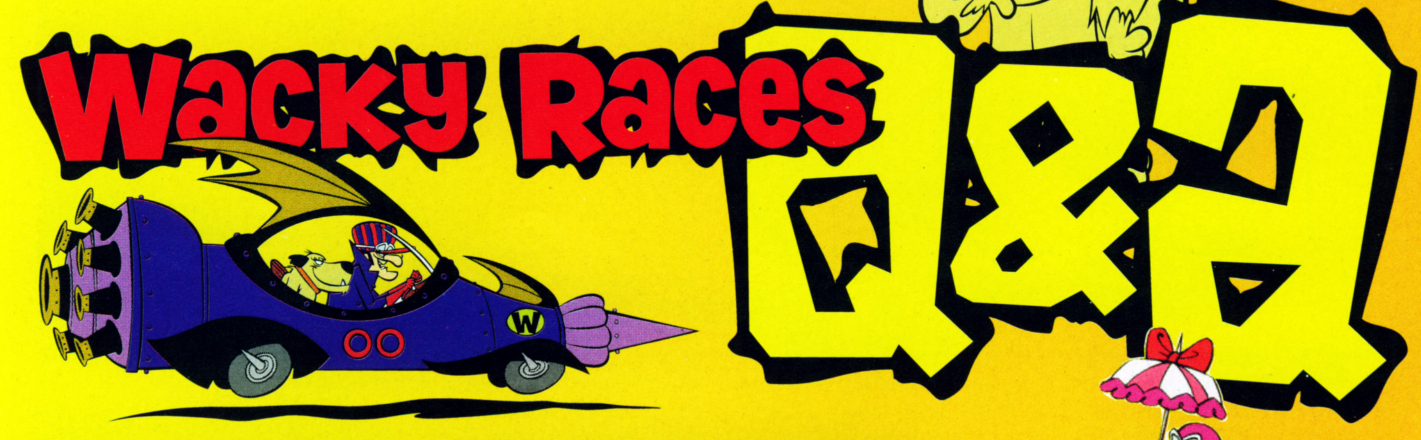
The Game Boy version of *Wacky Races* features eight of the eleven characters from the original cartoon. You're sure to find a crazy character to suit in amongst this motley crew, and they all have their own attributes. The lovely Penelope Pitstop won't be hassled too much by opponents, for example, whilst Rufus Ruffcut is quick to recover after accidents, thanks to his sidekick Sawtooth's fondness for reconstruction...





THE TEAM ARE...
Erwan Kergall, producer
Guillaume Dubail, graphic artist
Fernando Velez, programmer
Manfred Linzner (Shin'En), musician

Wacky Races Q&A



WE SAT DOWN WITH ERWAN KERGALL, THE PRODUCER OF WACKY RACES, AND ASKED HIM A FEW WILD AND WACKY QUESTIONS ABOUT THIS FANTASTIC NEW GAME!

When did work on Wacky Races begin and how many people are working on the game?

We started out on 15 February 1999 and four people worked on *Wacky Races*: one programmer, one graphic artist, one musician, and one producer.

What gadgets, weapons and power-ups are available and are these taken directly from the cartoon?

We had to create power-ups that were simple enough to be displayable on a Game Boy screen, so they don't all come from the cartoon. Bonuses include rockets, ice rockets, invincibility devices (allows your car to ram into other vehicles, even bigger ones!), ghost devices (turns your car insubstantial, nothing can harm you), oil spills and various turbos.

How are the gadgets, weapons power-ups enabled?

W-shaped bonuses are scattered on the courses, and when you pick one up a bonus or weapon is randomly given to you. Some characters can cheat and get better bonuses, but that's really a dastardly thing to do! Once you have a bonus, you press B to use it. If it's a weapon your car's nose should aim at your target if you want to hit it. That's all! Simple, isn't it?

Which features and innovations in Wacky Races are you most proud of?

The game engine has allowed us to create a really fast and cartoony racing game on the Game Boy Color, and that is really a great achievement. All cars interact in a very realistic way (they collide, throw weapons at one another, can snatch bonuses from another's path...). Also being able to play music during the races is a big achievement on Game Boy and adds a lot of pleasure to the game.

What can you tell us about the courses?

Each one has a specific hazard: ice will make you skid in Alaska. Crazy Weeds will trap your car in Mexico, New York is in the night, Michigan is in the fog... That makes for a renewed challenge at each level of the game. In each mode of the game the courses are different even if they take place in the same state (the course in Arkansas in Arcade mode is different than that of Arkansas in Championship mode). That actually makes 36 courses all-in-all in the game!

Which elements were/are the hardest to implement?

The opponent vehicle's intelligence demanded a lot of sacrifices in the display of the road. Hopefully we have managed to keep all that we had in mind in the original design and still keep realistic and fun character interactions.

Is the emphasis on winning the race with the fastest time or does it lean more toward interaction with the other racers and the course time is secondary?

The emphasis is on arriving first. Since other characters have to be tricked or blasted out of the way, time is not the most important thing. Rather it's out smarting all the other racers. There is a Time Trial mode in the game, but it's only one of four exciting game modes. My favourite mode is the Endurance mode, where the race lasts seven laps and after each lap the driver in last position is eliminated. You have to be really tough to last until the end. This mode is not about making a good lap time; it's only about avoiding traps and bombs from the opponents for as long as possible. It's all interaction.

What's the wackiest thing about the game?

Turning opponents into ice-cubes and then smashing through them. Try and do that in real life!

Tell us something about the game that you haven't told anyone else.

It's the only 3DFX-powered game on Game Boy!

What design objectives did you start with?

We wanted to do a cartoony racing game in the style of *Mario Kart*, which was something totally unheard of on an 8-Bit platform.

What sets the game apart from other cartoon racing games?

It's the only good one on Game Boy!

Who is your favourite character from Wacky Races and why?

Muttley! Because he's mean, stupid, nasty and unfaithful to his master. There's no other dog like him in all the cartoon characters I know!



COLOR Scribblings!

SEND YOUR LETTERS AND PICTURES TO... SCRIBBLINGS, TOTAL GAME BOY COLOR, PARAGON PUBLISHING, ST PETERS ROAD, BOURNEMOUTH, BH1 2JS

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Matchbox Caterpillar Construction

Select any stage

To select any stage and play it, simply use **BG6S** as your password.

Know your pad!

Here's where all those pesky buttons are...

D-PAD This little plus sign lets you move up, down, left and right!

START Pause your game or call up the Options screen!

B BUTTON Most of the cheats are a combination...

A BUTTON ...of the A and B buttons. Press them carefully!

SELECT This button is often used for Options screens.

Rayman

99 Lovely Lives

To get 99 lives, pause the game at any point and input the following sequence:
A, →, B, ↑, A, ←, B, ↓, A, →, B, ↑, A, ←, B

Street Fighter Alpha

Dance Sagat, Dance

To see the kickboxing mad man dance like a crazed teenybopper, perform the following tasks:

1. Select Charlie as your character.
2. Start a game and intentionally loose the fight.
3. Continue the game.
4. Defeat the next opponent and loose to the next one.
5. Repeat steps 2 and 3 until you have been defeated by all the characters in the game.
6. Then, after losing to Bison, continue a new game, choosing Adon as your character.
7. See the pansy-boy dance. Wow, what cool moves you have, Sagat!



Wanna fight Akuma

Fancy a fight against Akuma? Simply, choose any character in Arcade mode and when you're asked to select either Manual or Auto, press and hold **A + B** until the fight starts. Now the character you will fight will be Akuma.



Fight against the Bison

If you want to fight Bison at any point in the game, select your fighter and then at the Manual or Auto screen, press and hold **A + B + Select** until the fight begins. Bison will emerge and you can kick his chicken... if you can.



AAGH! THAT BLOKE'S SCARY!

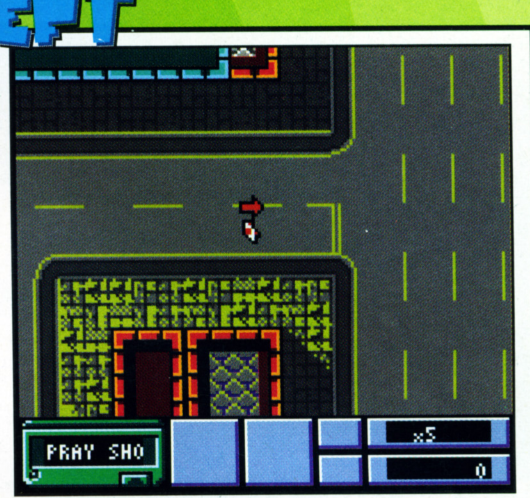


GRAND THEFT AUTO



UP IN THE AIR

Find the hospital in North Banana Grove in Vice City. There is a tiny flight of stairs on the North end of the building. Climb them and walk off the edge of the building. Now you can float around the entire city. This is great for avoiding all those boys in blue. To get down, you can go down almost any flight of stairs to return to ground level.



METAL GEAR SOLID

UNLOCK SOUND MODE

Complete all of the VR missions in both Practice and Time Attack modes. Now you can access the Sound mode. This mode allows you to sample all of the background music and sound effects in the game. Funky!

AZURE DREAMS

RARE MONSTERS

You will need an Ovaseed. If you have one, throw it at any monster and you'll be able to catch it. This is also useful for catching any Souvenirs and Guardians.

KID EGG

Find all three of the bells by defeating three of the special Souvenirs. After you give them all to the old man, start out on a quest and then return. Find the old man again and he will give you a Kid egg.

DRAGON KINGS

You must get a Kid to the Dragon stage or catch a Dragon in the basement floors. Then, catch a Bomber and evolve it into a Daedalus (at level 10 they turn into the upper forms). Fuse them both together to get a Blith. Next, you need to get a Daedalus and Vevil. Vevils can be found around on the 90th basement floor. Fuse them both together in order to get Yankash. Another Dragon King is obtained by the same process, except that you use a Glacier to fuse with the Daedalus or Vevil.

CHASE HQ SECRET POLICE

LEVEL SELECT

LEVEL	PASSWORD
2	NDHQ
3	WVLF
4	JD1S
5	NC4Z
6	BHKT
7	ZDKW
8	14FQ
9	XVNP
10	MMQG

SURVIVAL KIDS

MINI GAMES MAYHEM

To unlock and play all the mini-games, simply do the following:

1. Go near the main river and take the large rock. After getting it, use it wherever you see fish to play the fishing game.
2. Go to the big berry tree (just past the river, near where you get the big stick). When you have the monkey, check the tree to play for the big berry.
3. To get the egg mini-game, get to the desert, near the ashes up north. Make sure you're with the monkey to play the Egg Catcher game. You'll get instructions before you play.



Pokémon Yellow: Special Edition

Beating the Gym Leaders

Here's an easy way to beat the gym leaders:

Brock

Use a water or a grass Pokémon against him. Also, evolve either a Caterpie or Metapod, found in the Viridian Forest, into a Butterfree. Use the Butterfree's Confusion attack to really put the wind up him.

Misty

You must catch an Odish on route 24 and raise it up to level 14 or above on route 25. Then use its Absorb attack to kick some chicken. Also, Pickachu's Thundershock works very well. A grass or electric Pokémon, like Electrode or Parasect, will be effective too.

Lt. Surge

The best type of Pokémon to use are either rock or ground ones, ie Golem. Alternatively, catch a Diglett or Dugtrio (found in Diglett's Cave) and use their Dig attack to give the old fellow a run for his money.



Erika

Erika can be beaten relatively easily by using a fire Pokémon against her. Charmeleon or Charizard are the best to the use. Then you can really send her home crying.

Sabrina

No, not the teenage witch, but she sure can fight. Use either a Bug or Ghost Pokémon against her. Evolve your Diglett into Dugtrio and use its Dig again.

Koga

This boss loves using his poison Pokémon against you so use a Psychic one. Victory will then be yours. Also, Butterfree's Confusion and Sleepowder attacks work well.

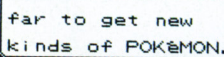
Blaine

Combat his fire Pokémon with water or ice. Evolve Squirtle into Blastise and use his water attacks to defeat the trainer.

Final Boss. Giovanni

Use any water, ice or grass Pokémon against him. Blastoise for water, Lapras for water/ice and Ivsaur for grass are all good choices to use against the Team Rocket leader.







The Famous Five

On your travels in the Indigo Plateau, you will find five (count 'em) Pokémon Masters. Each one needs to be progressed through and won. Here's a quick line-up, which will improve your success…

1. Grass Pokémon, such as Venusaur.
2. Water (Blastoise), Grass (Parasect), Flying (Golbat) and Ice, such as Dewgong.
3. Psychic Pokémon, such as Psyduck or Alkazam.
4. Ice (Dewgong) or Dragon (Dragonite) Pokémon.
5. Any of your own choice.

Tarzan

SELECT-A-LEVEL









1 2 3 4 5 6 7

LEVEL	PASSWORD
2-1	4-2-3-4
3-1	1-1-5-6
4-1	2-3-7-4
5-1	7-7-3-1
6-1	6-5-4-7



ARMY MEN

CHOOSE YOUR MISSION

DESERT: WINDING CANYON

FIND THAT JEEP........................Machine Gun, Plane, Jeep, Helicopter
CLEAR PATROLS ....Tank, Helicopter, Jeep, Machine Gun
CLEAR THE RADAR ....Mortar, Tank, Helicopter, Jeep
PLAY IT AGAIN ....Machine Gun, Helicopter, Tank, Mortar
TO THE HELIPAD ....Machine Gun, Mortar, Machine Gun, Helicopter

ALPINE: WINDING RIVER

PATROL..................................Mortar, Mortar, Grenade, Machine Gun
DEFENCE ....Helicopter, Grenade, Jeep, Machine Gun
RADAR ROUND UP..............Jeep, Mortar, Machine Gun, Machine Gun
HOUSE CALL..................................Helicopter, Jeep, Grenade, Plane
MOVIN' ON ....Plane, Tank, Mortar, Jeep

ALPINE: PRISON CAMP

ASSAULT PRE ....Machine Gun, Tank, Helicopter, Jeep
ASSAULT START ....Machine Gun, Mortar, Plane, Mortar
DESTROY CAMP ....Mortar, Machine Gun, Grenade, Mortar
ESCAPE ....Plane, Machine Gun, Grenade, Machine Gun

ALPINE: CONSTRUCTION

SECURE REGION ....Mortar, Plane, Machine Gun, Plane
GET THE TANK ....Helicopter, Jeep, Grenade, Tank
SACK THE BASE..................Machine Gun, Helicopter, Helicopter, Jeep
FINAL ASSAULT ....Mortar, Helicopter, Machine Gun, Jeep
VICTORY..Plane, Tank, Plane, Machine Gun

BLASTER MASTER: ENEMY BELOW

PASSWORDS

Level	Password
1	E6C3D3KF
2	E6D3D3KG
3	E7C3D3KH
4	E7D3D3KI
5	F6C3D3KQ
6	F6D3D3KR
7	F7C3D3KU
8	F7D3D3KT

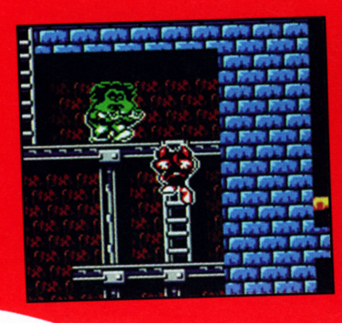




Titus the Fox

FROM? INTERPLAY WHEN? TBA

Venturing out of the woods and onto your Game Boy Color, Titus the Fox is on his way to save the day in this Interplay platform adventure. Titus' girlfriend, the appropriately-named Foxy, has apparently gone and got herself captured by an evil Sultan whilst searching the Sahara desert for an exotic fox and it's up to Titus, accompanied by his heroic cousin Zorro, to save her. Containing 17 expansive levels, Titus the Fox will take you all the way to Marrakech in your bid to rescue Foxy from the nasty Sultan's grasp. Eager explorers will be able to unlock secret areas and hidden bonus levels, meaning plenty of lastability, and you'll even be able to get together with your friends for some co-operative adventuring using the link cable.

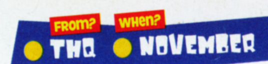








Scooby-Doo! Classic Creep Capers

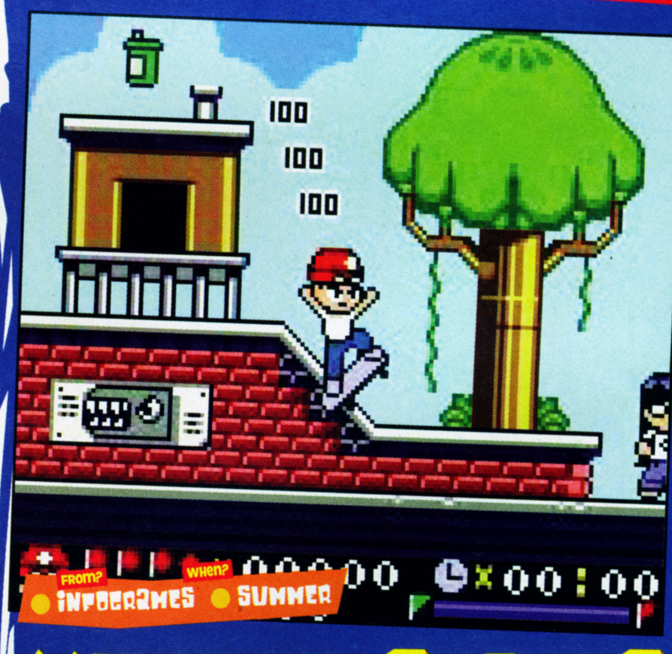


The hungriest dog ever to grace our TV screens is soon to make his Game Boy debut and quite frankly, we can't wait! That's right, Scooby-Doo and his mystery-solving friends are coming to your favourite hand-held in a game that promises to be a top Game Boy frolic! Zoinks!

Featuring loads of varied gameplay, *Scooby-Doo: Classic Creep Capers* will take you through three classic episodes, plus one adventure that's never been seen before. Playing as any one of the gang you can take on the likes of the Snow Ghost and the Black Knight in all manner of environments, solving puzzles and seeking clues just like in the TV series. You'll even be able to build your own sandwiches for those all-important Scooby Snacks!

With over 20 levels, this cartoon caper is likely to provide tons of enjoyment for fans of the mystery-solving mutt. Keep your eyes peeled for more information on this mammoth title coming soon!





Xtreme Sports



Fans of 'extreme sports' (ie. surfing, skateboarding and the like) will enjoy the challenge of this upcoming Infogrames title, which features a range of events that players can enter in a bid to become the ultimate cool sports bod.

Set on Xtreme Sports Island, the game is based around a challenge organised by Xtreme Cola and includes surfing, skateboarding, in-line skating, skyboarding and street luging. It offers you the opportunity to play as one of two cartoon-esque characters, but you've got to be good, as there are over 200 competitors on the Island and a total of 25 courses.

Super-cool and action-packed, this could well be a hit with all those people (like us) who like the idea of extreme sports, but would rather play it safe and stay in their armchair instead! Definitely one to watch out for!

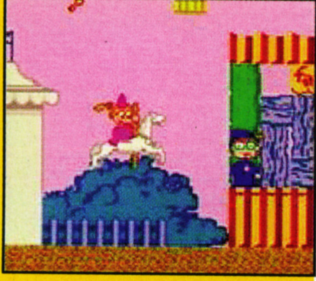
Rugrats: Totally Angelica

FROM? ● THQ WHEN? ● AUGUST

Calling all ladies! This girls-only title from THQ is coming soon to the Game Boy and it promises to be a treat for Angelica fans everywhere. Everybody's favourite tantrum queen is waiting to enter a fashion show and you just know that she'll be expecting to win!

Your job in the game is to win an assortment of challenges in order to acquire clothes, accessories, shoes and more with which to transform Angelica into a little princess ready for the show. *Totally Angelica* will include a total of ten levels, each containing a collection of mini-games featuring puzzles, platforming and arcade-style gameplay. It will also make use of the Game Boy link cable, allowing you to trade dresses with your friends and exchange messages. The rest of the kids are in there too, ready to interact with Angelica and help you out in your quest to produce the perfect outfit. Get saving now, girls – *Totally Angelica* is out in November and it should be well worth checking out.









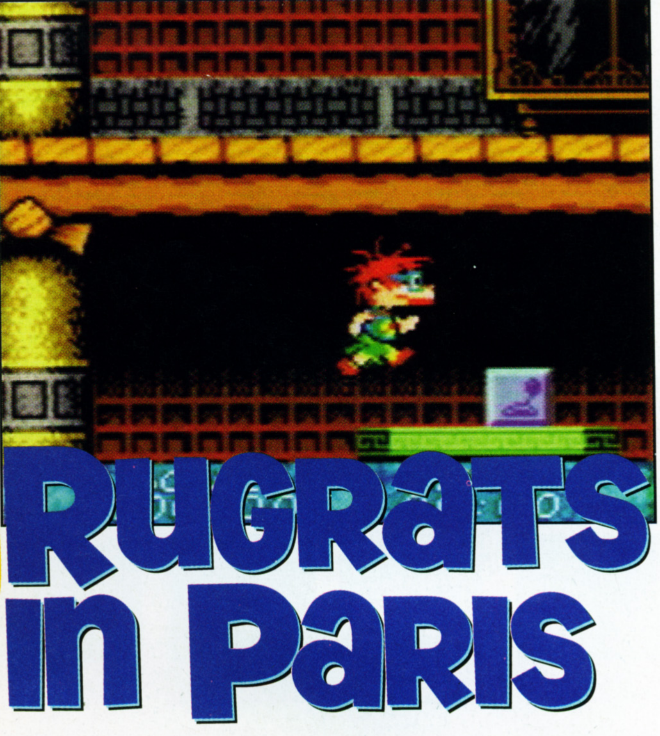
Nascar 2000

Racing fans will be delighted to know that the thrills of NASCAR racing are speeding towards release. *NASCAR 2000* will feature real tracks and a choice of top circuit drivers and cars to race with.

Promising frantic speeds and plenty of competition, this title looks set to be a racer's dream. There's a complete Season mode to play through, so you'll have plenty to keep you going, and would-be mechanics will get the chance to fine-tune every aspect of their cars. We'll bring you a review just as soon as we can catch up with this speedy little racer!



FROM? ● THQ WHEN? ● TBA



Rugrats in Paris

The crazy babies are set to run riot once again as they venture to Euro ReptarLand in search of parts for Stu's mechanical Reptar. As you can guess, there are all manner of games awaiting them in Paris and they promise to provide a fun-filled romp for Tommy and friends.

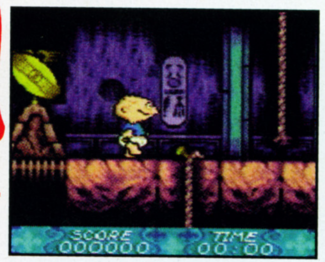
Featuring all your favourite characters, the game offers you the chance to explore 15 levels, taking part in carnival games, racing, chases and more. Non-linear gameplay means you'll have the opportunity to truly enjoy this European jaunt and with loads of hidden bonus levels to be uncovered, it looks like you won't be putting this one down in a hurry.

Here at TOTAL GAME BOY COLOR, we're certainly looking forward to the upcoming Rugrats fest. Those fun-loving tots are welcome on our Game Boys anytime!

FROM? ● THQ WHEN? ● NOVEMBER

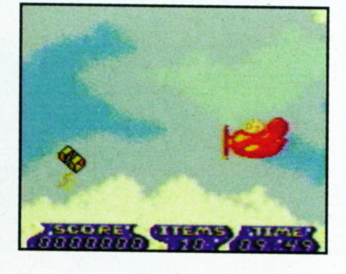










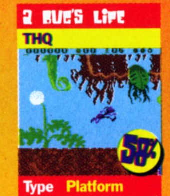


Know Your Games!

The complete listing of Game Boy Color reviews!

Here's the complete listing of every game ever reviewed by Total Game Boy Color! Use these pages as a buyers' guide each time you're about to part with your hard-earned cash and you won't go far wrong!

720° — Nintendo — 43% — Type: Arcade — See: Issue 3



A Bug's Life — THQ — 58% — Type: Platform — See: Issue 2

All Star Baseball 2000 — Acclaim — 86% — Type: Sports — See: Issue 4



All Star Tennis '99 — Ubi Soft — 86% — Type: Sports — See: Issue 5



Antz — Infogrames — 75% — Type: Platform — See: Issue 5



Babe and Friends — Crave — 78% — Type: Puzzle — See: Issue 8



Barbie: Ocean Discovery — Mattel — 58% — Type: Adventure — See: Issue 7

Battleships — Take 2 — 78% — Type: Strategy — See: Issue 5

Beauty and the Beast — Disney — 68% — Type: Board Game — See: Issue 6

Black Bass Lure Fishing — Majesco — 78% — Type: Sports — See: Issue 5

Bubble Bobble Classic — Taito — 96% — Type: Platform — See: Issue 8

Bugs Bunny in Crazy Castle 4 — Kemco — 47% — Type: Platform — See: Issue 9



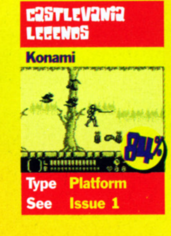
Bust-a-Move 4 — Acclaim — 95% — Type: Puzzle — See: Issue 4



Carmageddon — SCI — 36% — Type: Racing — See: Issue 8



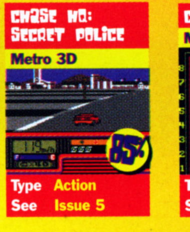
Catz/Dogz — Mattel — 58% — Type: Virtual Pet — See: Issue 9



Castlevania Legends — Konami — 84% — Type: Platform — See: Issue 1



Centipede — Take 2 — 74% — Type: Shoot-'em-up — See: Issue 2



Chase HQ: Secret Police — Metro 3D — 85% — Type: Action — See: Issue 5



Chessmaster — Mindscape — 79% — Type: Board Game — See: Issue 4



Conker's Pocket Tales — Nintendo — 92% — Type: Adventure — See: Issue 3



Cool Hand — Take 2 — 85% — Type: Card Game — See: Issue 2



Daffy Duck: Fowl Play — Sunsoft — 88% — Type: Platform — See: Issue 9



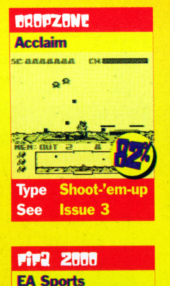
Deja Vu I and II — Kemco — 90% — Type: Adventure — See: Issue 8



Donkey Kong Land — Nintendo — 86% — Type: Platform — See: Issue 1



Dragon Warrior Monsters — Eidos — 92% — Type: RPG — See: Issue 7



Dropzone — Acclaim — 82% — Type: Shoot-'em-up — See: Issue 3



Duke Nukem — GT Interactive — 90% — Type: Platform — See: Issue 3

Earthworm Jim: Menace to the Galaxy — Crave — 80% — Type: Platform — See: Issue 6

Evil Knievel — Take 2 — 75% — Type: Action — See: Issue 6

F1 World Grand Prix — VideoSystem — 57% — Type: Racing — See: Issue 4

FIFA 2000 — EA Sports — 73% — Type: Sports — See: Issue 7



Final Fantasy Adventure — Sunsoft — 85% — Type: Role-playing — See: Issue 1



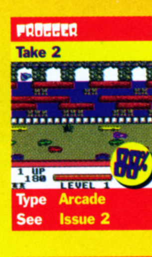
Final Fantasy Legend — Sunsoft — 78% — Type: Role-playing — See: Issue 1



Final Fantasy Legend II — Sunsoft — 86% — Type: Role-playing — See: Issue 1

Final Fantasy Legend III — Sunsoft — 92% — Type: Role-playing — See: Issue 1





Frogger — Take 2 — 88% — Type: Arcade — See: Issue 2



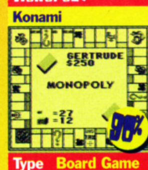
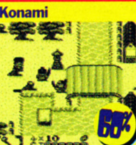
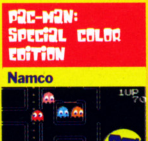
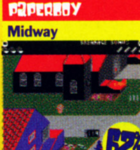
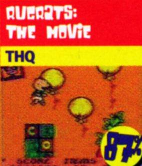
Game Boy Gallery 3 — Nintendo — 85% — Type: Collection — See: Issue 9

Game & Watch 2 — Nintendo — 92% — Type: Arcade — See: Issue 2

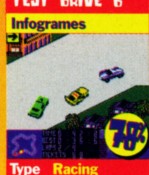


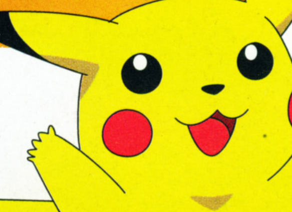
Gex: Enter the Gecko — Interplay — 90% — Type: Platform — See: Issue 2

Know Your Games!

Game	Publisher	Screenshot	Score	Type	See
Gex 3: Deep Pocket Gecko	Eidos		87%	Platform	Issue 8
Golden Goal	Tarantula		86%	Sports	Issue 5
Grand Theft Auto	Rockstar		62%	Crime-'em-up	Issue 6
Harvest Moon	Nintendo		93%	Role playing	Issue 2
Hexite	Ubi Soft		85%	Puzzle	Issue 2
Hollywood Pinball	Take 2		64%	Pinball	Issue 2
International Karate	Studio 3		92%	Beat-'em-up	Issue 7
International Superstar Soccer	Konami		86%	Sports	Issue 1
ISS Pro '99	Konami		78%	Sports	Issue 5
Jeremy McGrath Supercross	Acclaim		71%	Racing	Issue 9
Jim Henson's Muppets	Take 2		75%	Platform	Issue 9
Joust/Defender	Midway		55%	Compilation	Issue 4
Klax	Midway		52%	Puzzle	Issue 4
Klustar	Infogrames		58%	Puzzle	Issue 3
Legend of the River King	Natsume		79%	Fishing	Issue 4
Logical	THQ	 	88%	Puzzle	Issue 3
Looney Tunes	Sunsoft		88%	Platform	Issue 2
Lucky Luke	Infogrames		87%	Platform	Issue 4
Magical Tetris Challenge	Disney		87%	Puzzle	Issue 9
Mario Golf	Nintendo		97%	Sports	Issue 6
Maya the Bee	Acclaim		92%	Platform	Issue 4
Men in Black	Interplay		88%	Shoot-'em-up	Issue 2
Metal Gear Solid	Konami		94%	Action	Issue 9
Mickey's Racing Adventure	Nintendo		98%	Racing	Issue 7
Micro Machines	Codemasters		97%	Racing	Issue 1
Micro Machines 1 and 2: Twin Turbo	THQ		93%	Racing	Issue 8
Mission: Impossible	Infogrames		90%	Action	Issue 7
Monopoly	Konami		90%	Board Game	Issue 1
Montezuma's Return	Take 2		79%	Platform	Issue 1
Moomin's Tale	Sunsoft		82%	Adventure	Issue 9
Moon Patrol/Spy Hunter	Midway		68%	Compilation	Issue 4
Mortal Kombat 4	Midway		57%	Beat-'em-up	Issue 2
Mr Nutz	Infogrames		78%	Platform	Issue 6
Ms Pac-Man: Special Color Edition	Namco	    	85%	Puzzle	Issue 6
Mystical Ninja	Konami	  	68%	Role-playing	Issue 1
NBA in the Zone	Konami		48%	Sports	Issue 4
NFL Blitz	Midway		83%	Sports	Issue 4
NHL 2000	EA Sports		67%	Sports	Issue 8
NHL Blades of Steel	Konami		57%	Sports	Issue 4
Noddy and the Birthday Party	BBC		72%	Adventure	Issue 8
Obelix	Infogrames		89%	Platform	Issue 4
Oddworld Adventures	GT Interactive		85%	Platform	Issue 2
Oddworld Adventures II	GT Interactive		95%	Platform	Issue 5
Pac-Man: Special Color Edition	Namco		82%	Arcade	Issue 5
Paperboy	Midway		62%	Arcade	Issue 4
Pitfall: Beyond the Jungle	Virgin		87%	Platform	Issue 3
Pocket Bowling	Jaleco	 	52%	Sports	Issue 5
Pokémon Pinball	Nintendo		65%	Pinball	Issue 4
Pokémon Red/Blue	Nintendo		85%	RPG/Trade	Issue 4
Powerquest	Sunsoft		85%	Beat-'em-up	Issue 1
Prince of Persia	Red Orb		90%	Platform	Issue 4
Quest for Camelot	Titus		84%	Role playing	Issue 2
Rayman	Ubi Soft		92%	Platform	Issue 7
Rainbow Six	Red Storm		92%	Strategy	Issue 8
R-Type DX	Infogrames		85%	Shooter	Issue 4
Rampage World Tour	Midway	 	58%	Arcade	Issue 2
RC Pro-Am	Nintendo		95%	Racing	Issue 1
Ready 2 Rumble Boxing	Midway		73%	Sports	Issue 7
Reservoir Rat	Take 2		84%	Platform	Issue 2
Revelations: The Demon Slayer	Atlus		97%	RPG	Issue 5
Ronaldo V-Football	Infogrames		65%	Sports	Issue 7
Rugrats: The Movie	THQ		87%	Platform	Issue 2
Rugrats: Time Travellers	THQ		72%	Platform	Issue 6
Shadowgate Classic	Kemco		48%	Role-playing	Issue 3

Know Your Games!

Image	Game	Publisher	Score	Type	See
	Shanghai Pocket	Sunsoft	79%	Puzzle	Issue 1
	Space Invaders	Activision	69%	Shoot-'em-up	Issue 6
	Space Station Silicon Valley	Take 2	92%	Platform	Issue 5
	Speedy Gonzales: Aztec Adventure	Infogrames	75%	Platform	Issue 9
	Spy vs Spy	Kemco	79%	Arcade	Issue 4
	Star Wars: Episode 1 Racer	LucasArts	93%	Racing	Issue 7
	Star Wars: Yoda Stories	LucasArts	84%	RPG	Issue 8
	Stranded Kids	Konami	79%	RPG	Issue 8
	Street Fighter Alpha	Capcom	85%	Beat-'em-up	Issue 8
	Super Breakout	Take 2	78%	Puzzle	Issue 2
	Super Mario Bros Deluxe	Nintendo	95%	Platform	Issue 3
	Super Marioland 2	Nintendo	92%	Platform	Issue 1
	Super Return of the Jedi	LucasArts	72%	Platform	Issue 1
	Supreme Snowboarding	Infogrames	53%	Sports	Issue 6
	Suzuki Alstare Extreme Racing	Ubi Soft	72%	Racing	Issue 6
	Tarzan	Activision	92%	Platform	Issue 5
	Tasmanian Devil: Munching Madness	Infogrames	85%	Action	Issue 7
	Test Drive 6	Infogrames	78%	Racing	Issue 8
	Tetris DX	Nintendo	95%	Puzzle	Issue 1
	The Smurfs Nightmare	Infogrames	78%	Platform	Issue 3
	Three Lions	Take 2	82%	Sports	Issue 5
	Tiger Woods PGA Tour 2000	EA Sports	43%	Sports	Issue 8
	Tom and Jerry	Warner Bros	48%	Platform	Issue 6
	Tomb Raider	Core Design	99%	Adventure	Issue 3
	Tonic Trouble	Ubi Soft	88%	Platform	Issue 9
	Tony Hawk's Skateboarding	Activision	64%	Sports	Issue 9
	Top Gear Rally	Nintendo	55%	Racing	Issue 3
	Toy Story 2	THQ	88%	Platform	Issue 7
	Turok 2	Acclaim	45%	Platform	Issue 2
	Turok: Rage Wars	Acclaim	78%	Action	Issue 6
	V-Rally Championship Edition	Infogrames	90%	Racing	Issue 3
	Wario Land II	Nintendo	90%	Platform	Issue 1
	Wario Land 3	Nintendo	97%	Platform	Issue 9
	Wave Race	Nintendo	66%	Racing	Issue 1
	Wings of Fury	Red Orb	80%	Shoot-'em-up	Issue 9
	World Cup '98	EA Sports	88%	Sports	Issue 1
	Worms Armageddon	Infogrames	48%	Strategy	Issue 6
	WWF Attitude	Acclaim	80%	Fighting	Issue 4
	WWF Wrestlemania 2000	THQ	49%	Sports	Issue 7
	Zelda: Link's Awakening	Nintendo	95%	Adventure	Issue 1 & 2



See you next issue for more hand-held hi-jinx!

Join us for gallons more Game Boy goodness next issue!

ISSUE 11 ON SALE 4 AUGUST

Total Game Boy Color Credits!

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